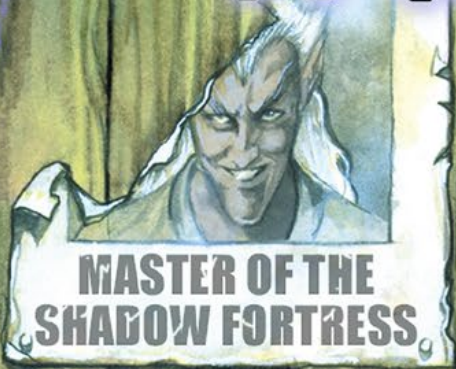


The Wise & Wicked

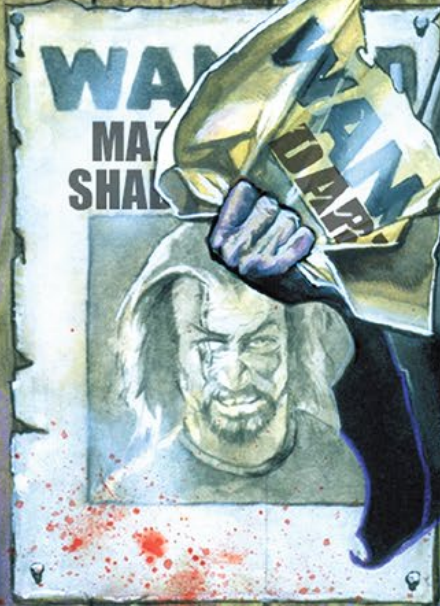
SECOND EDITION



MASTERS OF THE SHADOW FORTRESS



BELSAMETH SPIDER



WAKAN
MASTERS OF THE SHADOW FORTRESS

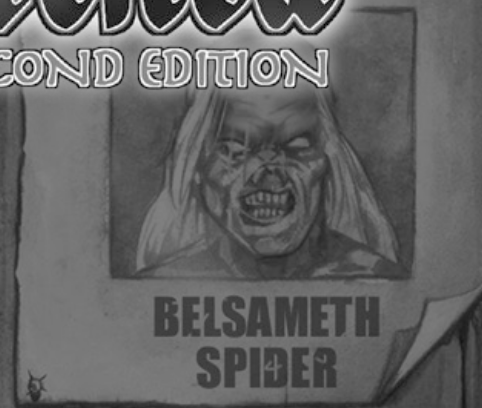


WANTED
HASSEK
RUUKBROOD

A Gallery of Ghelspad's Most (In)Famous NPCs

The Wise & The Wicked

SECOND EDITION



A Gallery of Ghelspad's Most (In)Famous NPCs

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**MASTER OF THE
SHADOW FORTRESS**



**BELSAMETH
SPIDER**

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**D
RYAN**



**MASTER OF THE
SHADOW FORTRESS.**

**WANTED
DUKE TRAVIAK**



**WANTED
LOREN RIZZEN**



**BELSAMETH
SPIDER**

**WANTED
MAY
SHAL**



**WANTED
HASSEK
RUUKBROOD**



The Wise and the Wicked

This Scarred Lands game supplement presents some of the most celebrated and notorious characters on the continent of Ghelspad, as well as others who work behind the scenes, perhaps battling evil in secret or else doing the titans' will from the shadows. Each character in this book can be used to offer allies, enemies, and challenges to your players, from the lowest-level novice to the most experienced hero.

Some spells and magic items are marked with an asterisk (*), indicating that they can be found in the *Scarred Lands Player's Guide*. Other new items, spells, etc., are marked with a dagger symbol (†), meaning they appear in the appendices herein.

NPCs by Challenge Rating

CR 1/2

P'kouro'nk the Anxious

CR 1

Kaltaag the Highwayman

Solon Telos Asuras

CR 2

Grakis, Chief of the Web of Green

Oberyn Amethyst

Skrikt, Bandit Leader

Thadorius the Titanstalker

CR 3

Gothrin the Sea Dragon

Lilly Weedspawn

Luficint the Bat Devil

Meerlah Madilehna

Menava of Hollowfaust

Severin the Mercenary

Shanti, Knight of Uria

CR 4

Andelais Half-Blooded

Felby Undershovel

Katonis Woodarbor

Lianca of the Cult of Ancients

Othur the Bellied

CR 5

Leoris the Vengeful

Mazat, Shadow of Shelzar

Paunles Finn

Regias Juvnal (Hunter of Vesh)

Simsel, Baron of East Lave

CR 6

Hassek Ruukbrood

Virduk the Black Dragon, King of Calastia

Zarra Redbraid, Destined Champion

CR 7

Lavina, Will of the Reaver

Sangus the Blood Alchemist

CR 8

Ebalo Rainblade, Arena Champion

Traviak the Steel-Fisted, Archduke of Lageni

CR 9

Alliastra Denier

Jervis, the Living Truce

Loren Rikken, the Belsameth Spider

Orzu the Visionary

CR 10

Thain the Just, King of Burok Torn

Yvestil, Mistress of Glivid-Autel

CR 11

Jerhard Landereaux, False Lover

Lucian Daine, the Black Messiah

CR 12

Ariniel, the Swan Knight

Nerith Alia of the Phylacteric Vault

Yonis Hevestian, Patriarch of Hedrad

CR 13

Amaishal Tomotthu, General of the Jeweled City

Geleeda, Queen of Calastia

CR 14

Talina Som, Whisper of Belsameth

CR 15

Galdor the Deathless

CR 16

Anteas, Grand Vizier of Calastia

Kimer the Shatterer

CR 17

Credas, the Necrotic King (Ahrmuzda Airat)

CR 18

Dar'Tan, Master of the Shadow Fortress

CR 19

Lysear, Scion of Mormo

CR 20

Yugman, the Great Sage

CR 25

Queen Ran, Ruler of Kadum's Abyss

Alliastra Denier, Maiden of the Glade

Alliastra Denier, a graceful and supernaturally beautiful elf, serves the titan Denev in the Ganjus, protecting the forested region from harm.

Alliastra normally wears a gauzy, flowing white gown and silver bracers etched with vines and flowers. Her shining white-blonde hair flows unbound past her waist, and her emerald-green eyes glimmer vividly.

As a child, Alliastra witnessed her parents' death at the hands of a trio of high gorgons; she took up the *staff of the bleeding earth* still clutched in her mother's dead hands, and found herself whisked away to safety. Since then, she has dedicated herself to defending the forest and defeating titanspawn.

Today, Alliastra lives in a hidden glen in the Ganjus' eastern region, in the small cottage her parents built. There, she makes her offerings to Denev, brews potions, and patrols the forest nearby. Only a few have seen the ancestral Denier home. Those rare witnesses report that ancient ruins surround the tiny cottage and that located nearby is a blood-red, vine-covered monolith inscribed with indecipherable runes. These witnesses also say that the spirits of departed birds and animals dwell in the glen, bringing Alliastra information about the forest and defending her home from titanspawn threats.

Bards and storytellers of western and central Ghelspad relate tales of the maiden of the glade and her adventures, suggesting that she is but a ghost or a myth. She does not discourage such tales, for they make outsiders even more reluctant to wander into her precious forest. Moreover, she reinforces

the tales when, occasionally, she appears unexpectedly to aid those in need and then vanishes back into the forest without a trace.

Roleplaying Notes

One of Denev's most dedicated servants, the Maiden of the Glade is a wild, untamed creature. Raised in the forest, she understands little of the ways of civilized folk other than the woodland elves, but she is fascinated by the world outside the Ganjus. She eagerly questions visitors about their lands and customs. When interacting with outsiders, while often ill at ease, she never hesitates to voice her opinions or ask difficult questions. What she lacks in etiquette, she more than makes up for in strength of character, natural grace, and force of will.

Alliastra always aids travelers who do not seem aggressive toward her or the forest, but she unhesitatingly attacks titanspawn unless they are plainly Unredeemed. She has been known to follow groups secretly for miles through the forest, partly to ensure their safety and partly out of simple curiosity.

Combat

Unless she is facing hostile titanspawn, Alliastra waits to determine intruders' intentions before attacking. Before engaging, if she must fight, she uses *conjure woodland beings* and then attacks with spells alongside the summoned creatures.

She often gives unintelligent monsters and members of the divine races (or potentially Redeemed races) a chance to escape or surrender. Against titanspawn, she is merciless, neither asking nor giving quarter.



ALLIASTRA

Medium humanoid (elf), neutral good

Armor Class 16 (*staff of the bleeding earth*)

Hit Points 127 (17d8 + 51)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	13 (+1)	19 (+4)	18 (+4)

Saving Throws Str +2, Dex +6, Con +3, Int +6, Wis +9, Cha +5

Skills Acrobatics +9, Nature +9, Perception +8, Stealth +9, Survival +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks (*with stonewood*)

Senses darkvision 30 ft., passive Perception 18

Languages Druidic, Elvish, Sylvan, Titan Speech

Challenge 9 (5,000 XP)

Fey Ancestry. Alliastra has advantage on saving throws against being charmed, and magic can't put her to sleep.

Natural Stealth. Alliastra can attempt to hide even when she is only lightly obscured by undergrowth, leaves, rain, mist, and other natural effects that obscure vision.

Special Equipment. Alliastra wields her *staff of the bleeding earth*¹. In addition, she usually has at least one *potion of greater healing*.

Spellcasting. Alliastra is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +9 to hit with spell attacks). Alliastra has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *mending*, *shillelagh*, *thorn lash*

1st level (4/day): *awareness ward*^{*}, *cure wounds*, *entangle*, *speak with animals*

2nd level (3/day): *animal messenger*, *darkvision*, *lesser restoration*, *spider climb*, *spike growth*

3rd level (3/day): *chill wind*^{*}, *daylight*, *dispel magic*, *plant growth*

4th level (3/day): *conjure woodland beings*, *hallucinatory terrain*, *stoneskin*

5th level (2/day): *commune with nature*, *tree stride*, *wall of stone*

6th level (1/day): *wind walk*

ACTIONS

Staff of the Bleeding Earth. *Melee Weapon Attack.* +7 to hit (+10 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if wielded in two hands, or 10 (1d8 + 6) bludgeoning damage with *shillelagh*.

When Alliastra hits with the staff, she can expend up to 3 of its charges to deal an extra 1d8 bludgeoning damage per charge.

Within Alliastra's hidden glen, the spirits of birds and animals defend her in virtually unlimited numbers. (Apply the resistances, immunities, and Ethereal Sight and Incorporeal Movement traits of a **ghost** to any normal

beast; change its attacks so they deal necrotic damage; and then adjust the challenge rating accordingly, if needed.) These creatures unhesitatingly attack any hostile intruders near the Denier home.

Amaishal Tomotthu, Lord Marshall of the Jeweled City

Amaishal Tomotthu of Clan Ssrutek, Lord Marshall of the Armies of Ithiis Inaseeth and Speaker of the House of Autumn, is the most respected member of the Courts of the Four Seasons, the high council that advises Queen Ssalaras. Of the four High Courts of the Jeweled City, members of the Autumn Court are the most steeped in druidic mysticism, handed down over millennia from the days when they served only Mormo. They maintain a strict code of conduct that spurns physical indulgence, and much of their time is spent meditating and maintaining this ascetic code.

Lord Amaishal is no exception. A venerable asaath, he is nearly 200 years old. He was already a renowned warrior-mage during the Titanswar, serving dutifully in the armies of Mormo. Today, however, he is a Redeemed worshiper of Denev, and his knowledge of history and the arcane is second to few on Ghelspad.

Although most serpentfolk in the Jeweled City now count themselves openly among the Redeemed, that willingness has not been the case for very long at all, particularly considering how long asaathi culture has existed. Life in the Jeweled City has changed enormously just in the past few decades. Even if, as a race, the Redeemed snakefolk accept that they must bow to the Eight Victors, there are still many xenophobes who espouse keeping the asaathi culture pure, apart from humans and the other divine races. However, Amaishal believes that only through mixing with humans, elves, dwarves, and others can the asaathi avoid dwindling away into nothing but a distant memory.

Roleplaying Notes

A seasoned officer and a paragon of asaath honor, Lord Amaishal is a master of protocol in a court with countless subtleties of behavior. His calming presence has smoothed over numerous conflicts and disagreements, and many see him as their people's current best hope for integrating smoothly into the social milieu of Ghelspad. In general, he is brief and to the point, his words carefully chosen, although he can be quite long-winded and eloquent when he must. Only among his handful of closest confidants does he relax, speaking light-heartedly and with a wry wit.

Combat

Amaishal has no wish to fight. He has seen far more than his share of battle, and he is a surprisingly gentle soul who wishes only to see peace and prosperity for his people. In truth, though, should the need arise, he would likely still prove a match for any but the greatest of heroes on Ghelspad today. He has used magic to reduce the physical burden of age, so that he retains much of the virility of his youth.

The spells shown below are those Amaishal normally prepares daily in the sanctity of his own home. If traveling abroad or if he expects danger, he swaps out a few utility spells for defensive and offensive options.



AMAISHAL

Medium humanoid (snakefolk), lawful neutral

Armor Class 16 (serpent-skin armor)

Hit Points 161 (19d8 + 76)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	16 (+3)	20 (+5)	17 (+3)	17 (+3)

Saving Throws Dex +9, Int +10, Wis +8

Skills Arcana +10, History +10, Perception +8, Persuasion +8

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 18

Languages Asaatth, Dunahn, Elvish, Elzan, Ledean, Primordial, Shelzari, Satak, Titan Speech

Challenge 13 (10,000 XP)

Asaatthi Resistances. Amaishal has advantage on saving throws against being charmed.

Battle Ward. Amaishal gains temporary hit points whenever he casts a spell of 1st level or higher. The number of temporary hit points is 10 + twice the level of the spell slot used.

Special Equipment. Amaishal wears serpent-skin armor* and an asaatthi battle ring†.

Spellcasting. Amaishal is a 13th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Amaishal has the following wizard spells prepared:

Cantrips (at will): *acid splash, mage hand, poison spray, prestidigitation, true strike*

1st level (4 slots): *alarm, comprehend languages, magic missile, shield*

2nd level (3 slots): *magic weapon, mass true strike**, see invisibility

3rd level (3 slots): *dispel magic, fly, magic circle, stinking cloud*

4th level (3 slots): *dimension door, inflict susceptibility**, private sanctum

5th level (2 slots): *cloudkill, telepathic bond*

6th level (1 slot): *true seeing*

7th level (1 slot): *symbol*

ACTIONS

Multiattack. Amaishal makes three falchion attacks and one bite attack.

Bite. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 17 (5d6) poison damage.

Falchion. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage, or 9 (2d4 + 4) slashing damage if wielded in two hands, plus 7 (2d6) poison damage.

Andelais Half-Blooded

Born from the union of a Veshian ranger and a young elf maid of Vera-Tre, Andelais spent his early years within the great Ganjus Forest. As a youth, he often found himself bewildered by his elven elders. Nevertheless, he was an adept student and clearly interested in the safekeeping of both the Ganjus and the elves' culture, so they viewed his passions and curiosities more as eccentricities than matters for concern. As he matured, Andelais developed a serious and reflective side that put his elders more at ease, and that's when they allowed him to study with the jordeh, the druids of Vera-Tre.

Andelais was but a few years among the jordeh when he discovered why their ways came so easily to him and why, even as a youth, he excelled in many things with so little effort: He was in fact an incarnate — the most recent life-form of a potentially ancient being, said to be reborn eternally that they might preserve Denev's creation. He soon learned that this gift was as much a blessing as it was a curse.

In this new life, the young half-elf discovered that his past lives' memories return only slowly, that it might take many years to recall the most impressive events of his previous incarnations (assuming he ever recalled them fully). This realization made Andelais restless, and in a past incarnation that he had already reclaimed, that of a falcon, he took to the skies and soared across Ghelspad.

Although Andelais periodically finds a week or two to return to his quiet, reflective life, his many obligations and adventures tend to keep him busy. During his various escapades, Andelais has been accompanied by the minstrel Meerlah or the vigilant Katonis Woodarbor, if not both; at other times, he has worked in tandem with the Behjurian Vigil out of Mithril. He participates as much for his own personal journey of discovery as he does to assist others. The bard Meerlah sometimes performs a light-hearted, mock-heroic poem in which she quotes Andelais: "It is not for myself that I seek to know me, but my wisdom I gain for you all."

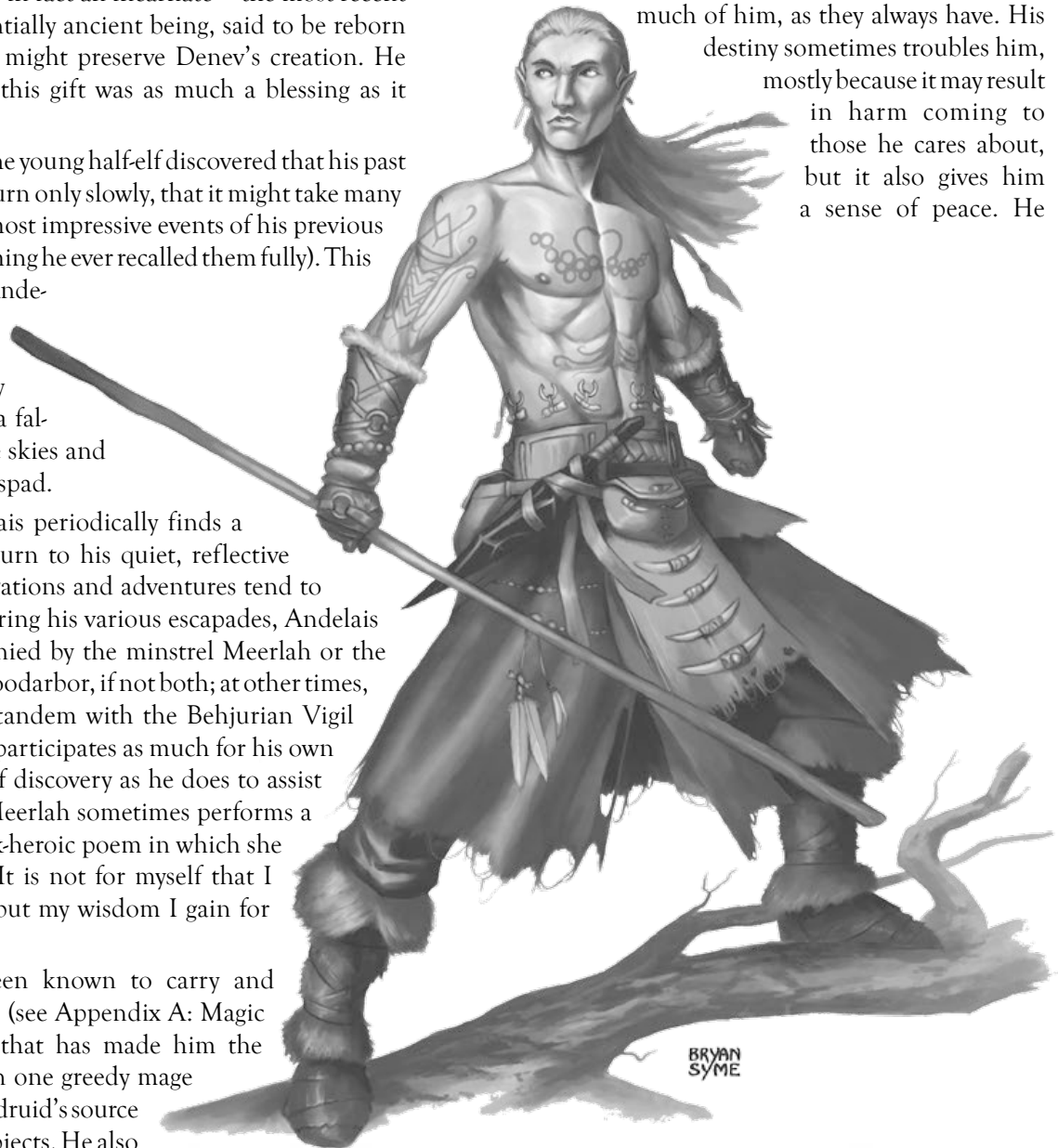
Andelais has been known to carry and use *dweomer crystals* (see Appendix A: Magic Items), a practice that has made him the target of more than one greedy mage seeking to learn the druid's source for such valuable objects. He also

possesses what may be the largest known *dweomer crystal* known on Ghelspad; it is a legendary item, which he calls "Meerlah's song crystal." He does not carry it with him, but keeps it hidden away somewhere within the Ganjus.

Roleplaying Notes

Andelais can be both playful and serious, though he is rarely the former among strangers. As he grows older and wiser, the half-elf is increasingly troubled by the Scarred Lands' many problems. While he prefers opportunities to philosophize, mulling matters over for a while, he can act decisively, even rashly, when circumstances call for immediate action.

Strangely, Andelais is both resigned to and confident in his own fate. He knows that people expect much of him, as they always have. His destiny sometimes troubles him, mostly because it may result in harm coming to those he cares about, but it also gives him a sense of peace. He



ANDELAIS

Medium humanoid (elf, human, shapechanger), neutral

Armor Class 14 (leather armor)

Hit Points 58 (9d8 + 18) plus 9 temporary (bones of protection)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	12 (+1)	18 (+4)	15 (+2)

Saving Throws Con +3, Int +3, Wis +6

Skills Acrobatics +5, Animal Handling +4, Athletics +3, Nature +3, Stealth +5, Survival +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks (with *stoneskin*)

Senses darkvision 30 ft., passive Perception 14

Languages Druidic, Elvish, Ledeana, Veshian

Challenge 4 (1,100 XP)

Fey Ancestry. Andelais has advantage on saving throws against being charmed, and magic can't put him to sleep.

Shapechanger. Andelais can use his action to polymorph into a **hawk**, a **lion**, a **sea hag**, or back into his half-elf form. While he is transformed, the following rules apply:

- His statistics are replaced by those of the creature, but he retains his personality, hit points, Fey Ancestry, and Intelligence, Wisdom, and Charisma scores. He also retains his skill and saving throw proficiencies.
- In hawk or lion form, Andelais can't cast spells, and his ability to speak or take any action that requires hands is limited to the capabilities of his beast form. Transforming doesn't negate or break his concentration on a spell

he's already cast, however, or prevent him from taking actions that are part of a spell, such as *call lightning*, that he's already cast.

- In hawk or lion form, his equipment merges into the new form and has no effect until he leaves that form. In sea hag form, his equipment is retained and functions as normal.

Special Equipment. Andelais wields a *fey staff*¹ and wears *bones of protection*[†] and a *swarm circlet*[†]. In addition, he usually carries a *dweomer crystal*[†] (assume 1d6 + 3 charges remaining).

Spellcasting. Andelais is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Andelais has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *resistance*, *shillelagh*

1st level (4/day): *animal friendship*, *cure wounds*, *entangle*, *faerie fire*

2nd level (3/day): *enhance ability*, *lesser restoration*, *pass without trace*

3rd level (3/day): *call lightning*, *dispel magic*, *sleet storm*

4th level (3/day): *animal spy**, *stoneskin*

5th level (1/day): *insect plague*

ACTIONS

Multiattack. Andelais makes two melee or two ranged attacks.

Fey Staff. *Melee Weapon Attack.* +4 to hit (+7 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, 6 (1d8 + 2) bludgeoning damage if wielded in two hands, or 9 (1d8 + 5) bludgeoning damage with *shillelagh*. The target must make a DC 14 Dexterity saving throw or be covered by *faerie fire* for 1 minute.

Longbow. *Ranged Weapon Attack.* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. Andelais normally carries 20 arrows.

savors every experience; whatever the future holds may be inevitable and might remove him from the life he's always known, so he tries to treasure every present moment.

Combat

When traveling alone, Andelais avoids combat, unless something or someone requires his assistance. He is no coward, though. In his lion form, with *stoneskin* in effect, he has taught many foes a permanent lesson. Among allies, he prefers to play a supporting role in combat. If he can

stay on the conflict's sidelines and help direct it, then so much the better.

Especially when fighting alongside his good friend Katonis, Andelais uses his *swarm circlet* or spells such as *call lightning*, *insect plague*, and *sleet storm* to harass and inconvenience their opponents, limiting the number of foes Katonis must face at a time. If directly threatened, the druid keeps opponents at bay using summoned allies or by charming beasts to defend him.

Anteas, Grand Vizier of Calastia

When Anteas was a boy, Chardun sent his avatar to the despondent lad, claiming that the Overlord would teach him “the value of pain, the strength of loss, and the nobility of death.” That day, Anteas became a devout follower of the Great General, and he would go on to become both a potent mage and one of the greatest councilors the nation of Calastia has ever known.

After many years of hard work and prudent choices, Anteas became the tutor to young Prince Virduk. Seeing something of himself in the child who would be king, Anteas befriended the prince, slowly poisoning him against the inept King Korlos. When Virduk plunged his dagger into his father’s neck and claimed the kingdom for himself, Anteas smiled a hidden smirk of victory. Thereafter, the two were inseparable.

Anteas kept the duties Korlos had given him, as well as remaining a mentor to young King Virduk, instructing him in the ways of state, the errors of foolish kings, and the greatness of Chardun. A fateful encounter with treacherous hags in the Fiendwood challenged Anteas’ relationship with the king for a short while, but whatever the king saw that night, he has kept it to himself and the two have remained fast allies ever since. However, certain recent domestic developments — specifically, Virduk’s choice of a new wife — leave Anteas torn.

Virduk is a strong, intelligent, talented ruler. He is not infallible, though, and he seems uncharacteristically oblivious to the increasingly outrageous behavior of his young queen, Geleeda. Yet how might Anteas broach the subject without seeming vindictive or jealous? Additionally, Anteas wonders if the king isn’t spreading himself too thin. At some point, the aging king must delegate more authority, or the myriad endeavors to which he has committed the state will collapse under their own weight. But then, Anteas wonders, does Virduk know what he is doing, playing at some ruse? He has never been a fool. For whatever reason, has

he chosen to leave his trusted vizier uninformed? These questions haunt Anteas nightly.

In addition to his direct responsibilities to the crown, Anteas takes a personal interest in the nation’s development of magical resources. He is the director of the Crucible of Mesos, often passing long hours into the night with its headmistress Ulica, discussing spellcraft and the progress of the most promising students. As well, he has a penchant for archaeology, taking a keen interest in the discovery of ruins, pre-Titanswar artifacts, and other mysteries that emerge from the anguished flesh of the Scarred Lands. Of note to him recently is the ruin known as Ophidiset.

Roleplaying Notes

Anteas is older than the king by almost 15 years, although his mind remains razor-sharp and his body strong, thanks to potent magics. He is ever vigilant, and although divination is not his strong suit, he is often able to ferret out treachery and conspiracy with his magical abilities and political acumen. The vizier never acts without fully understanding both the nature of the situation and the possible repercussions of his actions. Though he is not a cunning deceiver, like Virduk and Geleeda both, his natural brilliance and foresight most certainly exceeds theirs (or hers, at least).

Loyal, perhaps to a fault, Anteas places the king’s (and therefore Calastia’s) welfare before his own life. Reluctantly, he understands that his fealty to the king also extends to the queen, and this rankles to no end: He knows there’s more to Geleeda than there seems, and what little he can divine seems bad. As yet, he avoids conflict with her until he knows more. When it comes to taking action, Anteas considers all fair in love, politics, and war: He would take innocent lives without a second thought, and he would certainly consider pacts with known evils — no price is too great for Calastia’s continued glory.

Anteas casts *mind blank* on himself each day as soon as he



ANTEAS

Medium humanoid (human), lawful evil

Armor Class 18 (*crimson warstaff, robe of the archmagi*)

Hit Points 157 (21d8 + 63)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	20 (+5)	16 (+3)	16 (+3)

Saving Throws Str +4, Dex +3, Con +10, Int +12, Wis +10, Cha +5

Skills Animal Handling +8, Arcana +10, History +10, Religion +10

Damage Resistances damage from spells; bludgeoning, piercing, and slashing from nonmagical attacks (with *stoneskin*)

Damage Immunities psychic

Condition Immunities charmed

Senses passive Perception 13

Languages Calastian, Dwarvish, Elvish, Elzan, Ledean, Zathisk

Challenge 16 (15,000 XP)

Magic Resistance. Anteas has advantage on saving throws against spells and other magical effects.

Special Equipment. Anteas always wields his *crimson warstaff*¹; he also wears a *black robe of the archmagi* and a *ring of spell turning*. In addition, he usually carries 3 (1d4 + 1) uses of *restorative ointment*.

Spellcasting. Anteas is a 17th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +12 to hit with spell attacks). Anteas has the following wizard spells prepared:

Cantrips (at will): *acid splash, chill touch, enumerate**, *fire bolt, light, message, prestidigitation, ray of frost, shocking grasp*

1st level (4/day): *charm person, feather fall, magic missile, thunderwave*

2nd level (3/day): *aegis**, *darkvision, invisibility, misty step*

3rd level (3/day): *counterspell, haste, tongues, vampiric touch*

4th level (3/day): *hallucinatory terrain, mage daggers**, *stoneskin*

5th level (2/day): *cloudkill, scrying*

6th level (1/day): *move earth, true seeing*

7th level (1/day): *teleport*

8th level (1/day): *mind blank* (cast daily)

9th level (1/day): *time stop*

ACTIONS

Multiattack. Anteas makes three staff attacks, or he casts one cantrip and makes two staff attacks.

Crimson Warstaff. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage if wielded in two hands.

On a hit, Anteas can expend up to 3 of the staff's 50 charges, dealing an extra 4 (1d8) force damage for each charge he expends.

completes his long rest. This spell renders him immune to any effect that would sense his emotions or read his thoughts, all divination spells, and even *wish* spells or other effects of similar power used to affect his mind or to gain information about him.

Combat

Despite his age, Anteas remains a potent force on the battlefield. Schooled in strategy, tactics, command, and leadership, Anteas always reads a battlefield carefully, mentally cataloging how to use location, terrain, weather, and other local features to his advantage. If the field lacks advantageous features, he uses his spells and his *crimson warstaff* to create his own — *walls of fire, ice, or force* can appear unexpectedly during battle, or he might envelop enemy units with *cloudkill*. He also casts *counterspell* to negate hostile area spells targeting vital positions of his own forces. Aided by a dozen or so expert battlemages, Anteas' presence can easily doom an opposing force.

Brutally efficient, Anteas rarely bothers to take an unknown foe's measure; against unique enemies, he typically starts with his highest-level spells rather than waiting to see if weaker magic might have prevailed. He sees his magic as a resource to be spent, not hoarded. He has also been known to use unorthodox tactics, such as casting *lightning bolt* or *cone of cold* upon siege engines protected from flame, or using multiple castings of spells like *move earth* to form deep holes or wide trenches in the battlefield, thus slowing or trapping cavalry and heavily armored warriors.

Anteas' preferred tactics involve remaining astride his horse, protected by his potent magical defenses, and launching his attacks from there. Though his body is still strong, he does not wade into the fray the way he did in his youth. Now, he leaves the close fighting to younger warriors. Still, should the situation warrant it, he does not hesitate to dive into a melee, cutting a swath with spell and staff.

Ariniel, Swan Champion of Ghelspad

Of all the goddess Madriel's mortal worshipers, the first swan champion Orana was said to have been the fairest and wisest. Dedicated to defending the weak and especially the Titanswar's female victims, she gained a reputation as a stern but merciful servant of the goddess. Since Orana's departure from Scarn (ascending into the heavens so that today she sits at Madriel's high table), a series of female champions has succeeded her, each answering the goddess' call and taking up Orana's swan sigil. Only a single swan champion exists at a time, chosen from among all the swan knights who currently serve Madriel. Today Ariniel serves that role.

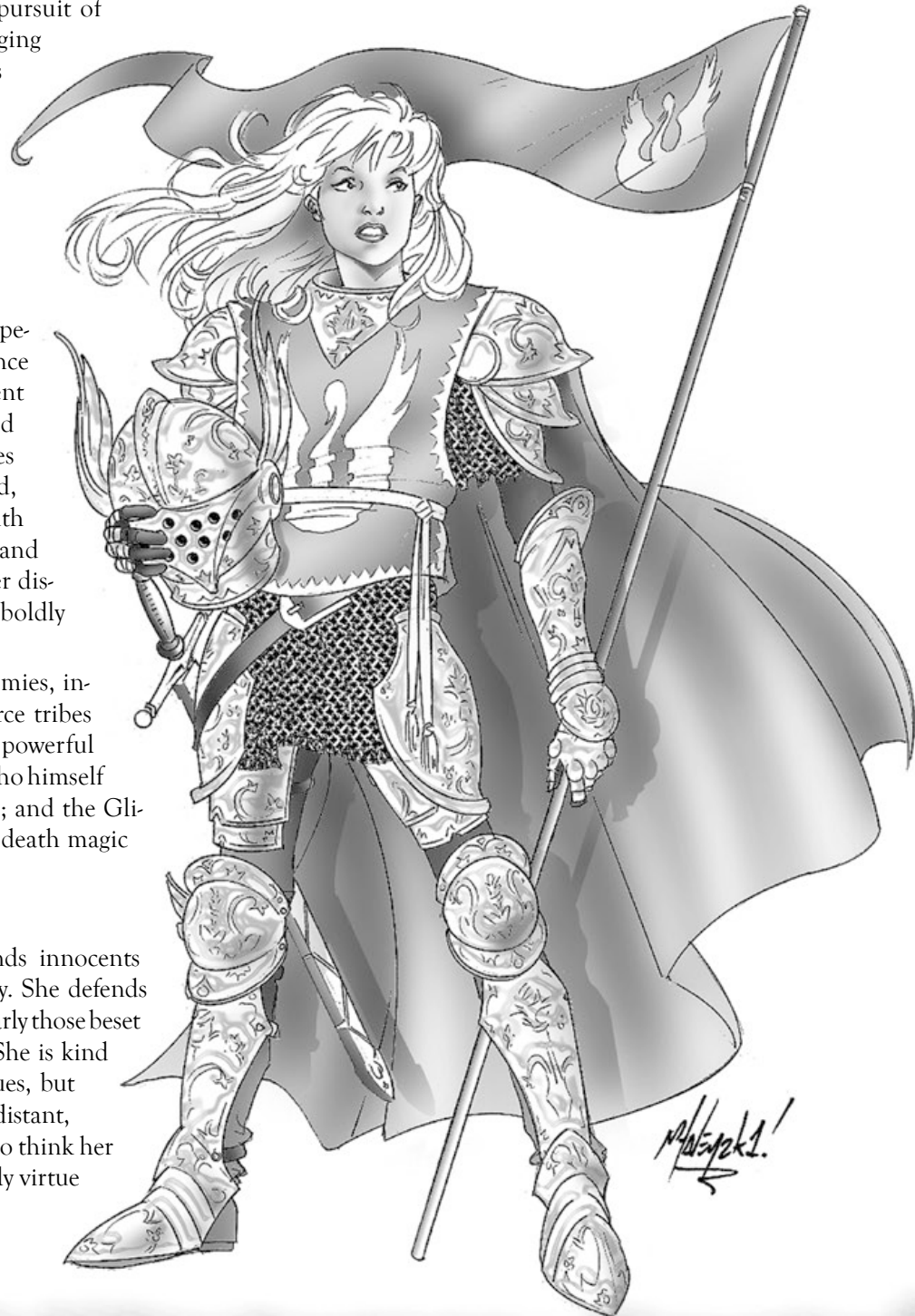
Like her predecessors, Ariniel has been granted certain boons by Madriel: She cannot be charmed or frightened, and she is highly resistant against any form of magical coercion that might lead to her betraying her vows. Madriel has commanded her swan knights to defend maidens and innocents across the Scarred Lands. Though resolute in her pursuit of this task – protecting, rescuing, and avenging the victims of abuse – Ariniel also acts as a defender of the weak and defenseless, battling titanspawn, evil rulers, and the immoral servants of the wicked gods with equal enthusiasm. She has been seen in virtually every corner of Ghelspad, particularly where lawlessness can prosper unchecked.

No one who sees Ariniel forgets the experience. She is striking in both appearance and manner, carrying herself with confident grace and nobility. Clad in ivory-enameled azurium armor, etched all over with images of small flowers, she rides a mighty steed, the mare Tamar, and fights fearlessly with both lance and sword. Her hair is long and blond, and her eyes dark green. She never disguises herself, preferring to face her foes boldly and openly.

Not surprisingly, Ariniel has many enemies, including several chieftains among the fierce tribes of proud on the Plains of Lede; several powerful knights serving King Virduk of Calastia (who himself considers her a nuisance, if not a threat); and the Glividian Crypt Lady Yvestil, who practices death magic and virgin sacrifice.

Roleplaying Notes

Ariniel vigilantly and vigorously defends innocents threatened by any sort of harm or villainy. She defends other victims whenever she is able, particularly those beset by titanspawn or the evil gods' servants. She is kind and solicitous to females whom she rescues, but most males find her somewhat cold and distant, even as an ally. Despite this, even those who think her aloof agree that she is a paragon of knightly virtue and justice.



ARINIEL

Medium humanoid (human), neutral good

Armor Class 21 (+2 half plate, shield)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	11 (+0)	16 (+3)	20 (+5)

Saving Throws Str +8, Dex +7, Con +8, Int +5, Wis +12, Cha +14

Skills Animal Handling +11, Athletics +7, Persuasion +9, Religion +8

Damage Resistances bludgeoning, piercing, and slashing damage from evil creatures

Damage Immunities poison, radiant

Condition Immunities frightened, poisoned

Senses see *invisibility* (Oroladis), passive Perception 13

Languages Calastian, Elvish, Ledean, Veshian

Challenge 12 (8,400 XP)

Aura of Sanctity. Ariniel gains a bonus on saving throws equal to her Charisma modifier (included above). Creatures she chooses within 10 feet of her gain advantage on saving throws against being frightened.

Divine Purity. Ariniel is immune to curses and to disease.

Special Equipment. Ariniel bears the legendary sword Oroladis[†]. She wears +2 azurium half plate and a ring of weaponcall[†] (which holds her crossbow, her lance, and an adamantine dagger), and she also possesses a holy pennant[†].

ACTIONS

Multiattack. Ariniel makes three melee attacks.

Oroladis (Longsword). *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if wielded in two hands, plus 9 (2d8) radiant damage. If the target is a fiend or an undead, it takes an extra 11 (2d10) radiant damage.

Lance. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 3) piercing damage plus 9 (2d8) radiant damage.

Adamantine Dagger. *Melee or Ranged Weapon Attack.* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 9 (2d8) radiant damage.

Heavy Crossbow. *Ranged Weapon Attack.* +6 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 9 (2d8) radiant damage. Ariniel normally carries 12 bolts.

Healing Touch (5/Day). Ariniel's touch heals 18 (4d8) hit points. She cannot use this ability on constructs or undead.

Combat

Like most knights, Ariniel shuns combat on foot, preferring to fight from horseback, charging first with her lance then switching to her legendary sword Oroladis, blade of

the swan champion, for close combat. Her noble steed, Tamar, is a mighty beast in her own right (use **nightmare** stats, but she is a celestial, not a fiend; her alignment is neutral good, and she has no flying speed and no Ethereal Stride action).

Credas, the Necrotic King

Most bards in southern Ghelspad know the name Credas, the Necrotic King, terrifying lord of Glivid-Autel. Rumors suggest he was one of the greatest death wizards of Hollowfaust, the City of Necromancers, exiled for his evil practices. Of course, not all rumors are entirely true. The Necrotic King is indeed a dreadfully powerful figure, but his story is a little more complex than rumor might indicate.

Credas was but a teenager when Hollowfaust was founded, an apprentice brought to the ruined city by his master's master, Ahrmuzda Airat, chief of the Society of Immortals. Credas was a handsome youth, flush with health. Although he was no prodigy in the necromantic arts, he was not incompetent. The Society of Immortals nonetheless accepted him — perhaps in part because he was the very picture of the eternal youth the guild so desperately sought. Credas gradually realized he wasn't destined to be a powerful wizard. While moderately clever, he lacked the talent and keen mind needed grasp the art's esoteric subtleties. As such, he could not advance much beyond a journeyman's rank. In increasingly desperate attempts to court his masters' favor, he accepted any task they would give him, no matter how vile.

If the young wizard ever suspected that his body was worth more to Glivid-Autel than his mind, he soon gained undeniable proof. Airat secretly developed a powerful, evil spell called *soul exchange** that would allow him to swap his mind and all his spellcasting power with those of Credas. The casting complete, Airat placed his own ancient, unnaturally preserved body — with Credas' consciousness locked inside it — into suspended animation, concealing it in a secret vault for safekeeping. Only Glivid-Autel's top necromancers know that Credas owed his sudden ascendancy not to a spontaneous flowering of skill, but to the fact that he was now truly Airat inhabiting Credas' body.

Since then, Airat has experimented with various longevity magics on Credas' body, keeping the human form alive far beyond its natural years, just as he did his own; all the while, his own body is safe until he has grasped the secret of true immortality. Airat occasionally uses his own body (or that of another possessed pawn), letting Credas have his old body back for a short time and enjoying those privileges of rank that Airat's inner council allow.



CREDas

Medium humanoid (human), neutral evil

Armor Class 19 (natural armor)

Hit Points 161 (19d8 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	20 (+5)	16 (+3)	14 (+2)

Saving Throws Con +10, Int +11, Wis +9, Cha +8

Skills Arcana +17, History +11, Nature +11, Religion +11

Damage Resistances damage from spells; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities cold, poison, necrotic

Condition Immunities charmed, exhaustion, frightened, poisoned, stunned

Senses darkvision 60 ft., passive Perception 13

Languages Ancient Ledean, Dunahn, Elvish, Elzan, Infernal, Ledean, Shelzari, Satak, Titan Speech, Ukrudan, Zathisk

Challenge 17 (18,000 XP)

Master Necromancer. Credas' hit point maximum cannot be reduced. When he casts *charm person*, *dominate person*, *hold person*, *mass suggestion*, or *suggestion*, he can target either undead creatures or humanoids.

When Credas casts *animate dead*, he creates 1d4 additional skeletons or zombies. All undead he creates with *animate dead* have maximum hit points.

Special Equipment. Credas carries a *staff of Glivid-Autel*¹. He also wears a *ring of spell turning*.

Spellcasting. Credas is a 19th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Credas has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *minor illusion*, *poison spray*, *true strike*

1st level (4/day): *animate undead minion**, *detect magic*, *disguise self*, *shield*, *spectral hand**

2nd level (3/day): *blindness/deafness*, *gentle repose*, *misty step*, *rend the sovereign soul**

3rd level (3/day): *adamantine undead**, *animate dead*, *dispel magic*, *phantom steed*, *stinking cloud*

4th level (3/day): *dimension door*, *private sanctum*, *wall of darkness**

5th level (3/day): *aura of death**, *dominate person*, *mislead*

6th level (2/day): *create undead*, *disintegrate*, *mass suggestion*

7th level (1/day): *finger of death*, *forcecage*

8th level (1/day): *dominate monster*

9th level (1/day): *power word kill*

ACTIONS

Necrotic Touch. *Melee Spell Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 31 (9d6) necrotic damage, and Credas regains half as many hit points. The target can't regain hit points until the start of Credas' next turn.

LEGENDARY ACTIONS

Credas can take 2 legendary actions, choosing from the options below. He can use only one legendary action option at a time, and only at the end of another creature's turn. Credas regains spent legendary actions at the start of his turn.

Heal Undead. Credas chooses one undead creature he can see within 60 feet of him. The target regains 22 (5d8) hit points.

Frighten Enemy. Credas chooses one enemy he can see within 30 feet of him. If the target can see and hear Credas, it must make a DC 19 Wisdom saving throw or be frightened of Credas until the end of his next turn.

Airat has been doing this for 120 years now. "Credas, the Necrotic King," is the ruler of Glivid-Autel, as far as most anyone else knows. In his rare dealings with outsiders, he is a terrible sight; Credas' once handsome and healthy form has slowly bent and twisted into the body of a gnarled old man. The smell of decay and disease surrounds him, thanks to Ahrmuzda Airat's powerful aura. In this guise, the malevolent leader of the Seven Pilgrims prepares to stretch his withered hand across Ghelspad, despoiling whatever he must in his quest for eternal life.

Meanwhile, in a tiny, well-protected crypt secreted in quiet darkness deep underground, trapped inside the magically frozen form of Ahrmuzda Airat, the true Credas screams soundlessly.

Roleplaying Notes

Credas — the true Credas — is a sniveling, cringing, pathetic creature whose spirit has been utterly broken. He spends much of his time helpless in Airat's motionless body, leaving him woefully unstable. In fact, Airat trusts

The True Credas

Credas himself is not particularly powerful, although he is not entirely without skill (treat him as a chaotic evil **mage**, Int 13); still, on those rare occasions when he is allowed to occupy his own body, he attempts to flee from any battle or confrontation, running back to his crypt so that Airat can take over. After so many years of abuse and imprisonment, Credas is broken, quite literally frightened of his own shadow, and he prefers others to do any fighting for him.

him almost completely with his own body simply because he knows Credas cannot muster the courage or strength of will to betray him. When Credas regains possession of his body, he trembles and fidgets constantly and defers all decisions to Glivid-Autel's other ranking necromancers.

Ahrmuzda Airat, on the other hand, exudes malevolence and confidence in equal measure. He has been alive for centuries, since before the Titanswar began, and he has the power and experience to prove it. When he inhabits Credas' body, he radiates a dark power, becoming a far more commanding and terrifying. Despite his imposing presence and the charnel air that clings to him, though, the Necrotic King feigns physical weakness, concealing the fact that Airat's magic has fortified Credas' withered body with unnatural strength and vitality.

Ultimately a cunning and ruthless individual, Airat prizes Glivid-Autel because its necromancers serve his purposes well and faithfully, but he would sacrifice it and all of them to achieve his goal – true immortality. Airat is horribly afraid of death (perhaps because he knows what Belsameth does to those souls that deserve her attentions) and seeks always to stave off Nemorga's touch for as long as he can.

Combat

The Necrotic King rarely leaves Glivid-Autel's fortifications and is never seen without elite undead bodyguards, which include not just skeletons and zombies, but also

mummies, specters, and even vampires. Even on diplomatic missions to neighboring "allies" in the Hornsaw Forest, the Necrotic King is usually surrounded by three or four lesser necromancers (levels 5 to 9), an honor guard of six powerful mummies, and a small troop of advanced skeletons. The undead do their best to interpose themselves between attackers and their king, while the necromancers work on neutralizing enemy spellcasters or missile troops, leaving their master free to work his most potent magics.

While his allies buy him time, Airat casts *aura of death*. He then uses his most powerful offensive spells to devastate his opponents. If he does not feel terribly threatened, he is fond of sending undead minions bolstered with *adamantine undead* after enemies while he supports with spells such as *leech field*.

However, Airat never fights to the death. If pressed, he uses *dimension door* and *phantom steed* to escape; if he must depart Glivid-Autel all together, he first goes to his secret underground vault, transfers his gear to his old body, dispels his *soul exchange* with Credas, and – leaving Credas to face whatever overwhelming force made one of the Seven Pilgrims retreat – flees from the city to find a new pawn to possess.

While inhabiting Credas' body, Airat does not carry his most prized magic item, a *ring of three wishes* (2 wishes remaining); the ring resides in the vault, upon his natural body.

Dar'Tan, Master of the Shadow Fortress

Nearly 20 years ago, a young paladin named Barconius discovered a cabal of strange, hostile spellcasters beneath the city of Mithril. Their leader, a fearsome, ebon-skinned elf named Dar'Tan, nearly defeated the paladins, but in the end he fled after losing an arm to the young champion Barconius' holy sword. Today, most members of the Adamantine Church believe Dar'Tan is dead. In his distant abode, the Master of the Iron Fortress is quite alive and plots his vengeance. Barconius – who is now, many years later, the High Champion of the Order of Mithril – knows in his heart that his enemy still lives and will one day return.

Dar'Tan is a drendali with perpetually shadowed features. His mystique is further enhanced by the fact that his skin has taken on a shadowy night-black hue, rather than the pale skin of other drendali, an outward sign of his mastery of shadow magic. But his oneness with shadow is more than that: Thanks to Barconius, he lost one arm, but he has long since created a shadowy replacement for it by grafting his shadow familiar to his body.

The penumbral lord's plans are uncertain, and even though many in Mithril deny his ongoing existence, the self-styled "Prince of Shadows" lurks in his mountain fastness, constructing elaborate and inscrutable plans for Mithril's downfall. For example, unbeknownst to anyone in Mithril, the heretical Cult of the Golem is secretly encouraged and funded by Dar'Tan's gold, and many of the savage northern raiders who prey upon Mithril's trade routes are also in the pay of the Penumbral Pentagon.

Roleplaying Notes

Already several centuries old, Dar'Tan is nothing if not patient. When his carefully laid plans against Mithril were smashed by the Adamantine Church, he fled so that he might return victorious. He is serene and methodical, giving orders in a soft, measured tone that nonetheless drips with malice and the barely suppressed threat of violence. He is ruthless and would not hesitate for even a moment to kill anyone to protect the secret location of his fortress.

True to his nature as both a drendali and a penumbral lord, Dar'Tan prefers to work in the shadows, sending minions to



DAR'TAN

Medium humanoid (elf), lawful evil

Armor Class 18 (mage armor, ring of protection)

Hit Points 130 (20d8 + 40) plus 40 temporary (false life)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	20 (+5)	14 (+2)	12 (+1)

Saving Throws Str +1, Dex +11, Con +3, Int +12, Wis +10, Cha +2

Skills Arcana +11, History +11, Insight +8, Perception +8, Stealth +10

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Ahnae, Ancient Ledeana, Calastian, Drendali, Dwarvish, Goblin, Ledeana, Orcish, Primordial, Titan Speech, Veshian

Challenge 18 (20,000 XP)

Fey Ancestry. Dar'Tan has advantage on saving throws against being charmed, and magic can't put him to sleep.

Legendary Resistance (3/Day). If Dar'Tan fails a saving throw, he can choose to succeed instead.

Shadow Mastery. Magical darkness doesn't impede Dar'Tan's darkvision. In areas of dim light or darkness, he has advantage on Dexterity (Stealth) checks.

When Dar'Tan casts either *shadow conjuration** or *shadow evocation**, the damage caused by the effect or the creatures he produces increases to 50%.

Spellcasting. Dar'Tan is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Dar'Tan has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *message*, *minor illusion*, *poison spray*, *prestidigitation*

1st level (4/day): *detect magic*, *disguise self*, *false life*, *spectral hand**

2nd level (3/day): *darkness*, *detect thoughts*, *shadow conjuration**, *shadow evocation**

3rd level (3/day): *bestow curse*, *dispel magic*, *major image*, *penumbral trap**

4th level (3/day): *black tentacles*, *shadow traitor**, *wall of darkness**

5th level (3/day): *animate objects*, *creation*, *seeming*

6th level (2/day): *eyebite*, *programmed illusion*, *true seeing*

7th level (2/day): *plane shift*, *project image*

8th level (1/day): *blackflame**

9th level (1/day): *weird*

ACTIONS

Multiattack. Dar'Tan makes three attacks: two with his rapier and one with his Shadow Arm. He may then use Shadow Step if it is recharged.

Rapier. Melee Weapon Attack. +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 13 (3d8) cold damage. Dar'Tan's rapier is magical.

Shadow Arm. Melee Weapon Attack. +10 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, an undead shadow rises from the corpse 1d4 hours later.

Shadow Blast. Ranged Spell Attack. +11 to hit, range 120 ft., one target. *Hit:* 31 (9d6) necrotic damage, and the target is blinded until the start of Dar'Tan's next turn.

Shadow Step (Recharge 4-6). Dar'Tan teleports up to 30 feet to an unoccupied space that he can see in an area of dim light or darkness. If he is in an area of dim light or darkness when he uses this action, he may instead teleport up to 60 feet to an unoccupied space that he can see in an area of dim light or darkness.

LEGENDARY ACTIONS

Dar'Tan can take 3 legendary actions, choosing from the options below. He can use only one legendary action option at a time, and only at the end of another creature's turn. Dar'Tan regains spent legendary actions at the start of his turn.

Shadow Arm. Dar'Tan makes one Shadow Arm attack.

Shadow Slip (2 Actions). Dar'Tan moves up to his speed without provoking opportunity attacks. During this movement, he can pass through spaces as narrow as 1 inch wide without squeezing. He may then use the Hide action.

Shadow Blast (2 Actions). Dar'Tan makes one Shadow Blast attack.

carry out his will, remaining safe in his hidden fortress. If encountered, he seeks to capture intruders, extract what they know through magic or less subtle methods, and then dispose of them as efficiently as possible. Dar'Tan has many vices, but he is not a sadist, nor does he have any desire to give his enemies any chance to escape or outwit him. He learned that lesson long ago.

Combat

Dar'Tan's encounter with the paladin Barconius, which cost him an arm and a grievous blow to his pride, left him

with an intense dislike for close combat. He considers any fight that ends with him involved in close combat to have been a failure, no matter how soundly the enemy is defeated.

In fact, he never even reveals himself if he can avoid it, instead summoning shadow creatures and spells against his foes, or sending powerful minions to dispatch especially challenging enemies. Only if he is supremely confident of victory might he reveal himself, and only after warding himself with layers of magical protections, to bolster his followers' morale and help intimidate opponents into surrendering.

Dar'Tan's Lair

Since the disaster beneath Mithril, Dar'Tan moved his base of operations into the Kelder Mountains, well removed from the city, and recruited or trained a new cabal of mages, and even a few archmagi (whose identities are carefully hidden), to the Penumbra Pentagon. He constructed his Iron Fortress, riddled with mazes of permanent shadow and filled with servants both living and undead – cultists and apprentices of various races, plus shadows, shadow demons, and other shadowy creatures – along with various golems.

When encountered in the Iron Fortress, Dar'Tan has a challenge rating of 19 (22,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), Dar'Tan takes a lair action to cause one of the following effects:

- Dar'Tan rolls a d8 and regains a spell slot of that level or lower. If he has not expended any spell slots of that level or lower, nothing happens.
- All areas of dim light within the lair are affected by the *penumbral trap** spell (save DC 19). If a target succeeds on its saving throw or if the effect ends for it, that target is immune to Dar'Tan's *penumbral trap* lair action for the next 24 hours. This effect lasts until dispelled or until Dar'Tan uses this lair action again or is killed.

- Dar'Tan dispels any one spell or magical effect that produces light. If the target light spell or effect is permanent, it is instead suppressed until it leaves the lair or until Dar'Tan uses this lair action again or is killed.

Lair Traits

Dar'Tan's lair is altered by his magic in the following ways:

- Shadows cast within the lair seem abnormally long and dark, and they sometimes seem to move about of their own volition. Creatures with Light Sensitivity may ignore that trait while they are within Dar'Tan's lair.
- Nonmagical light sources and spells of 3rd level or lower that produce light can provide only dim light within the lair. Spells of 4th level or higher that produce bright light have their bright light radius reduced by half, and a *darkness* spell cast within the lair has twice its usual area.
- The Iron Fortress is warded against the magical travel of creatures Dar'Tan hasn't authorized. Creatures cannot teleport into or out of the fortress or use planar travel to enter or leave. Effects that allow teleportation or planar travel work within the fortress as long as they aren't used to enter or leave.

If Dar'Tan is slain, these effects fade over the course of 2d6 days.

Ebalo Rainblade, Arena Champion

In 126 AV, the sutak of the Ukrudan Dessert launched the Fourth Siege of Hollowfaust under the banner of Pherakka, their most renowned leader. Yet the sutak were again routed and scattered to the winds, and the people of Hollowfaust retreated to their city to live in peace once more, or so the story goes. The truth is rarely so straightforward, however. What the Hollowfaustians try to keep secret is the fact that, following the last siege, they began hiring mercenaries – some of them Redeemed ironbred, a relatively new people of the Ukrudan – to hunt sutak and either convert or annihilate the race, thus assuring that there is no Fifth Siege.

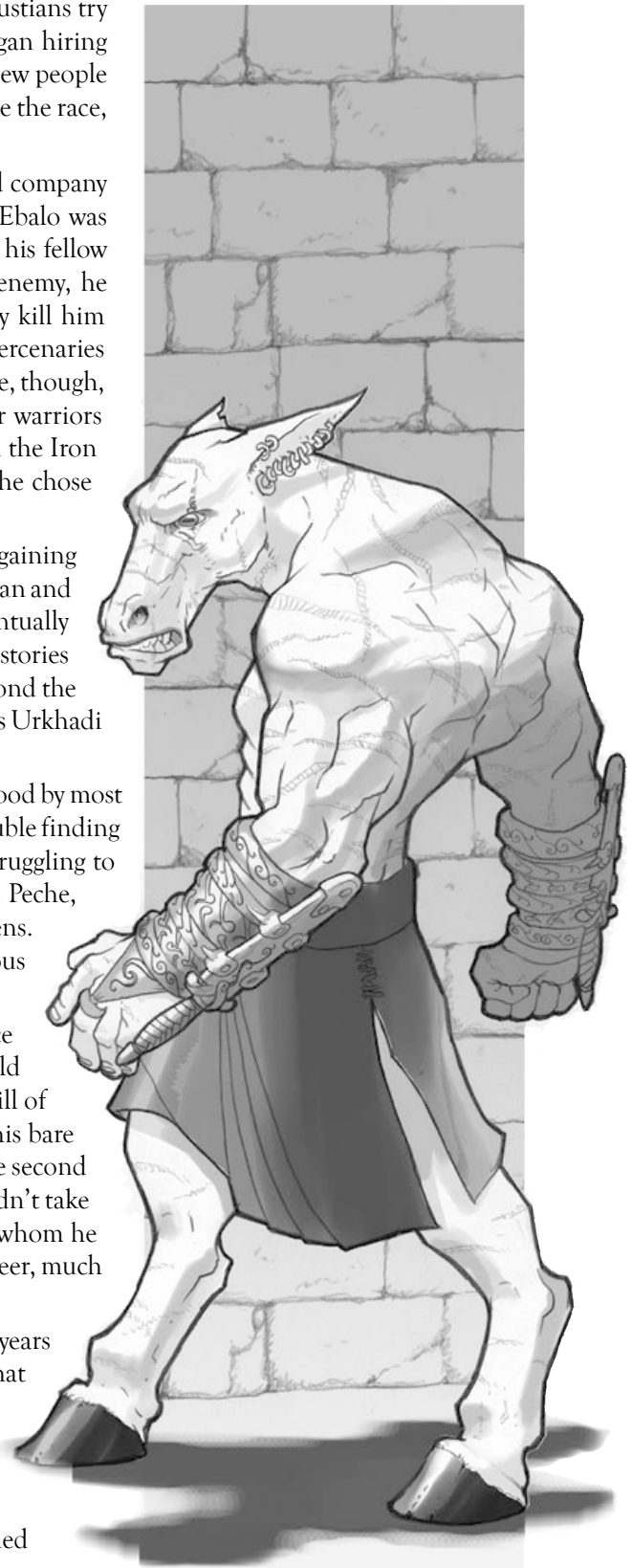
When Ebalo's settlement was raided 22 years ago by a mixed company of Urkhadi orcs and ironbred in the employ of Hollowfaust, Ebalo was still a young warrior, yet to make his first kill in battle. Seeing his fellow sutak being cut down by the overwhelming numbers of the enemy, he fled into the desert, assuming that the ironbred would simply kill him outright. However, he was soon captured, for the seasoned mercenaries were used to running down their fleeing enemies. To his surprise, though, Ebalo was not slaughtered, but along with a dozen or so other warriors from his tribe that had also been capture, he was instead given the Iron Choice – reject Thulkas or die. Like nearly all of his fellows, he chose the former, and thus was now ironbred.

Thereafter, Ebalo decided to join the mercenaries for a time, gaining experience on the battlefield and proving himself a gifted tactician and fighter. He became an officer after a couple more years, but eventually he tired of fighting sutak. His eyes had been opened by the many stories his fellow mercenaries told, and he wanted to see the world beyond the desert. Having heard of the great city of Shelzar from some of his Urkhadi allies, he decided that would be his destination.

Unfortunately, the ironbred were not fully trusted or understood by most citizens in Shelzar, and while he was allowed to enter, he had trouble finding a place to live or a way to feed himself. After a few weeks of struggling to make ends meet, he was lucky enough to be directed to Reikai Peche, owner of one of the city's biggest underground entertainment dens. As a former mercenary, and given his athletic build and numerous scars, Peche trusted the ironbred could fight.

For his first fight, Peche threw Ebalo in with a couple of novice knife-fighters as an intermission event, assuming the match would test the newcomer, but Ebalo proved far beyond the meager skill of the two unfortunate men. He dispatched the first deftly with his bare hands, and then, armed with the dead man's knife, finished the second off in seconds. The crowd went wild and demanded more. It didn't take Peche long to see the potential draw in an ironbred gladiator, whom he called "The Slaving Sutak" in the early years of his fighting career, much to Ebalo's chagrin.

Ebalo made a fortune for Peche, so much so that after four years he was a household name and commanded enough attention that he was able to leverage his popularity and become a free agent, coining a new name, Ebalo "Rainblade." Today, even in middle-age, he remains by far the most admired knife-fighter in the city, earning vast sums with each fight – and unlike most arena fighters (many of whom are slaves, ex-slaves, or condemned prisoners), he gets nearly every coin he draws.



EBALO

Medium humanoid (sutak), lawful neutral

Armor Class 18 (Ebalo's bracers)

Hit Points 161 (17d8 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	20 (+5)	13 (+1)	13 (+1)	16 (+3)

Saving Throws Str +6, Dex +8, Con +9, Int +2, Wis +2, Cha +3

Skills Acrobatics +10, Athletics +8, Insight +4, Intimidation +6, Performance +6

Damage Resistances fire

Senses darkvision 30 ft., passive Perception 11

Languages Shelzari, Sutak, Ukrudan

Challenge 8 (3,900 XP)

Master Knife-Fighter. A dagger, roundknife, or shortsword deals 1d10 damage when Ebalo hits with it (included in the attack).

Special Equipment. Ebalo always wears his special *Ebalo's bracers*¹. He has two magic daggers, which he wears sheathed in his bracers; when thrown, these daggers return automatically to Ebalo's hand, whether they hit or miss.

Unarmored Defense. While Ebalo is not wearing any armor, his AC includes his Charisma modifier.

ACTIONS

Multiattack. Ebalo makes three dagger attacks or two Deep Stab attacks.

Dagger. *Melee or Ranged Weapon Attack.* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Deep Stab. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage, and the target bleeds for an additional 5 (1d10) points of damage each round at the start of the target's turn. This bleed damage can be stopped by a successful DC 12 Wisdom (Medicine) check, or by any spell of 1st level or higher that heals hit points. Bleed damage does not affect constructs or undead.

Flurry. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 53 (9d10 + 4) piercing or slashing damage (Ebalo's choice).

Roleplaying Notes

Although Ebalo is on the short side for an ironbred, he is still a head taller than most Shelzari. His body is covered in the rust-colored hair common to his race, and he has the typical tight-fleshed, horse-like head. His entire frame is a network of bare patches and scars, the natural result of his life as a mercenary-turned-knife-fighter. More than a dozen gold rings hang from his left ear – the many mementos of various important victories in the pits – but his right ear is missing a large piece, sliced off in a particularly hard-fought battle with a talented gladiator only a year ago. Apart from a simple black kilt slit to allow free movement, the only things Ebalo normally wears are his ornately decorated bracers (which contain his matching magic daggers, “Dexter” and “Sinister”) and a bandolier of throwing knives.

In person, Ebalo is intimidating, dominating most rooms with his powerful physical presence. He says little, for the most part, and he avoids strong drink. Even years after his mercenary days have ended, he remains wary and alert always, even in social settings, which he endures with a soldier's discipline for the sake of his celebrity in the city. He does enjoy a rather informal but much more enjoyable relationship, it is said, with many of the wealthy women of the City of Sins, who take pleasure in bragging of having bedded such a great and dangerous creature.

Combat

As an arena champion, Ebalo is used to fighting for spectators. His fighting style tends to be optimized for dramatic effect, with graceful flourishes of his blades, flashy footwork, and broad movements that might be visible from the back seats; when he faces a dangerous foe, though, his old instincts take over, and he is direct, efficient, and deadly.

Felby Undershovel

Felby Undershovel, a self-styled “adventurer extraordinaire” and jack-of-all-trades, combines the skills of performer, trickster, diplomat, spy, and assassin. Hailing from the Bridged City, Felby belonged to a family of braumeisters who had achieved some local acclaim, particularly among the small population of other halflings there. Alas, the youth had no patience for brewing, but a significant talent for consuming the family’s product. After several elders rather pointedly advised him to expand his horizons (or take a short hike down a steep cliff), Felby set out to explore Ghelspad, learning a wide variety of trades, both legal and illegal, in the process.

After a few decades of traveling with various other disreputable sorts, Undershovel made his way to the town of Amalthea. The rogue was quite taken with its tight-knit halfling community, and despite his usual callousness, soon came to love the place like home. He learned of the threat to the dwindling settlement posed by the cannibalistic druids of Khirdet. Sympathetic, he offered to help. The Amaltheans, knowing Undershovel cared about their community, gratefully accepted his offer.

In reality, though, Felby is conflicted. His self-interest tells him Amalthea is ripe for exploitation; he could easily abscond with the settlement’s few remaining riches if he put his mind to it. On the other hand, a significant part of him feels a true kinship with the local halflings, one he is loath to betray.

Roleplaying Notes

Felby keeps his true intentions to himself. In his younger years, he was the epitome of self-interest, completely devoted to his own agenda at others’ expense.

To some extent, that remains true: Felby can play whatever part he needs – a merry rogue, eager to help; a cold-blooded highwayman with ready wit and readier blades; or a simple, rather unremarkable little halfling juggler.

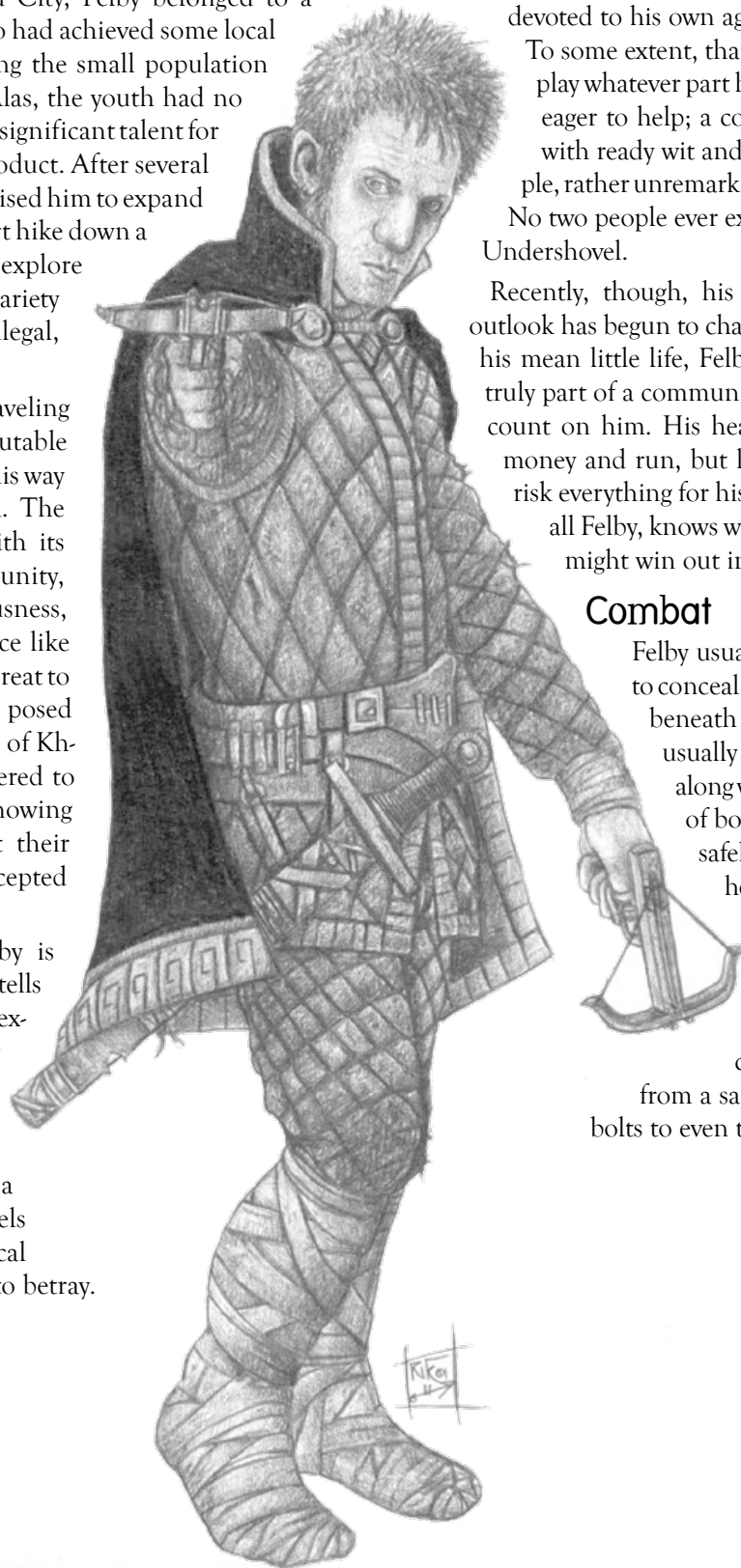
No two people ever experience the same Felby Undershovel.

Recently, though, his self-involved mercenary outlook has begun to change. For the first time in his mean little life, Felby has realized that he is truly part of a community and that these people count on him. His head tells him to take the money and run, but his heart exhorts him to risk everything for his people. No one, least of all Felby, knows which side of his character might win out in the end.

Combat

Felby usually uses Sleight of Hand to conceal his rusty old *halfling blade* beneath the folds of his cloak. He usually has an extra dagger or two along with his crossbow and case of bolts in his *handy haversack*, safely out of sight. At a glance, he is a completely unarmed, non-threatening halfling commoner.

If forced to fight, Felby prefers to fire his crossbow while sniping from a safe range, using poisoned bolts to even the odds.



FELBY

Small humanoid (halfling), neutral

Armor Class 15 (leather armor)

Hit Points 71 (13d6 + 26)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	14 (+2)	10 (+0)	15 (+2)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +6, Insight +4, Perception +4, Sleight of Hand +6, Stealth +8

Senses passive Perception 14

Languages Dwarvish, Elvish, Ledean, Titan Speech, Veshian

Challenge 4 (1,100 XP)

Brave. Felby has advantage on saving throws against being frightened.

Cunning Action. On each of his turns, Felby can use a bonus action to take the Dash, Disengage, or Hide action.

Lucky. When Felby rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Nimble. Felby can move through the space of any creature of Medium size or larger.

Sneak Attack (1/Turn). Felby deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Felby that isn't incapacitated and Felby doesn't have disadvantage on the attack roll.

Special Equipment. Felby wears a *cape of the mountebank* that appears as a plain brown woolen cloak. He also owns a *halfling blade**, as well as a *handy haversack*.

Stealthy. Felby can attempt to hide even when he is obscured only by a creature that is at least one size larger than he is.

ACTIONS

Multiattack. Felby makes two melee weapon attacks.

Halfling Blade. *Melee or Ranged Weapon Attack.* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Dagger. *Melee or Ranged Weapon Attack.* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack.* +6 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 9 (2d8) poison damage. Felby normally carries 12 bolts.

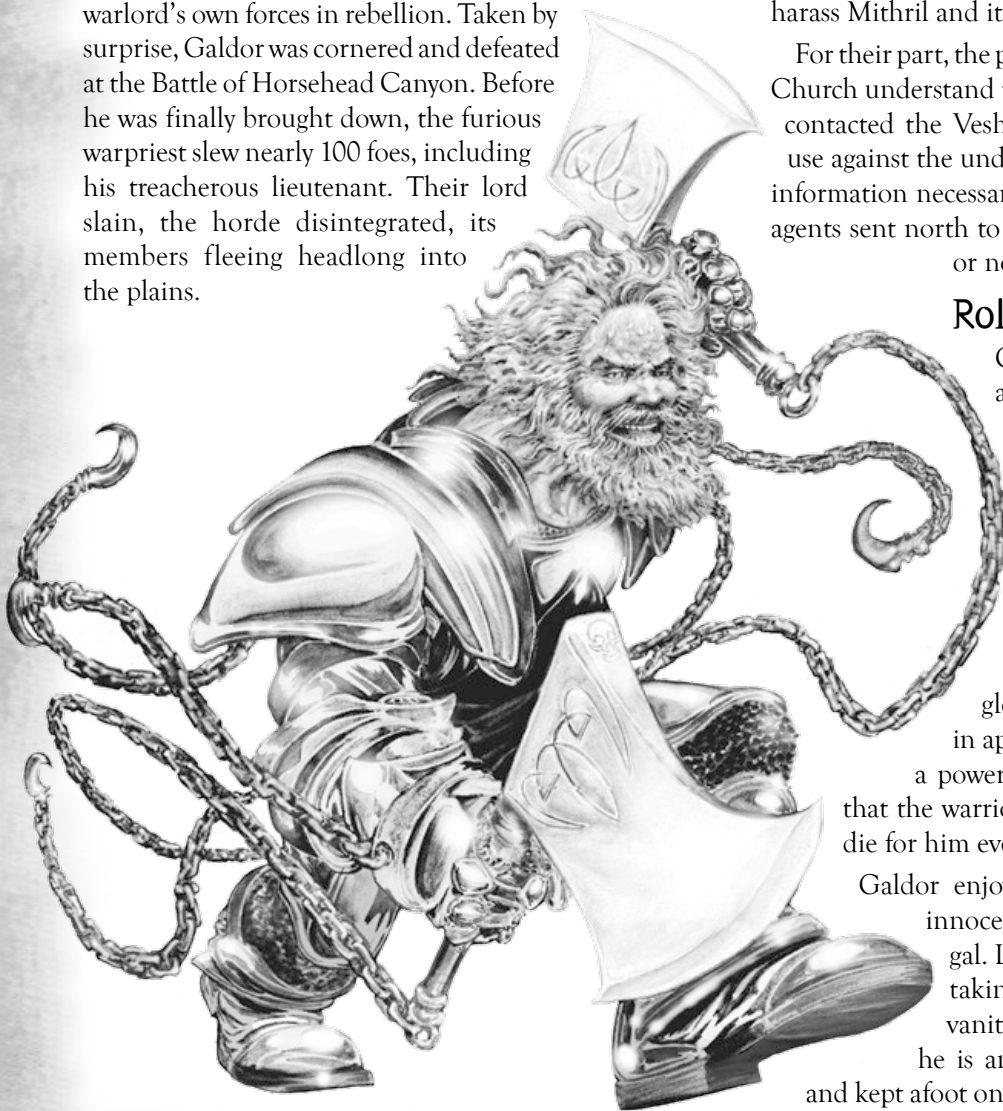
REACTIONS

Uncanny Dodge. When an attacker that Felby can see hits him with an attack, he can halve the attack's damage.

Galdor the Deathless, Ravager of Lede

Galdor was already a fearsome warrior-priest serving the dark god Vangal when the Ravager noticed him many years ago. Pleased with the bloody-minded human, Vangal bade his minions seek out Galdor and invite him to serve as their dark lord's champion. Galdor enthusiastically accepted the offer and, infused with the power of his god, fought his way to a position of leadership within the notoriously fierce Horsemen of Vangal. Over time, he carved out an empire across the Plains of Lede, and his name struck fear into even the most powerful rulers' hearts.

In time, adversaries appeared to contend Galdor's supremacy, including clerics of Madriel and warriors and paladins of Corean, but ultimately, it was jealous traitors from the warlord's own ranks that would prove his undoing. For years, all challengers had failed; their severed heads decorated the banner poles and saddles of Galdor's horde. Ultimately, though, one of Galdor's most trusted lieutenants made secret pacts with agents of Vesh and led a faction of the warlord's own forces in rebellion. Taken by surprise, Galdor was cornered and defeated at the Battle of Horsehead Canyon. Before he was finally brought down, the furious warpriest slew nearly 100 foes, including his treacherous lieutenant. Their lord slain, the horde disintegrated, its members fleeing headlong into the plains.



And that would have been the end of the matter, had Vangal himself not intervened. No one knows precisely why Vangal brought Galdor back. The Ravager usually forgets his slain champions, nurturing new followers rather than resurrecting old ones, but not so with Galdor. Within a few years of the warlord's fall, travelers began reporting the appearance of a terrifying, undead warrior riding the plains, gathering recruits and once more uniting the clans into a single horde. Investigating these reports, Mithril's paladins discovered the awful truth: the new warlord was none other than Galdor himself, animate and unliving, Vangal's twisted and evil tool.

Galdor claims to be the Ravager's most powerful herald, and today he calls himself the Ravager of Lede. This amuses Vangal to no end, it would seem. Today, the horde grows and conquers once more, burning villages along the Plains of Lede and enslaving their populations, raiding trade caravans that cross the plains, battling and absorbing other human tribes and driving orc and proud clans south to harass Mithril and its allied settlements.

For their part, the paladins and priests of the Adamantine Church understand the threat Galdor represents and have contacted the Veshian Vigils to formulate a strategy to use against the undead warlord. Unfortunately, they lack information necessary to move against him effectively, for agents sent north to reconnoiter have either not returned or now serve Galdor as undead.

Roleplaying Notes

Galdor is massive, towering over six and a half feet tall, and built like a great bear. Gore mats his long hair, and a thick black beard covers his face. He wears his characteristic black armor and rides a mighty steed, Bruticus — an undead warhorse that is terrifying to behold. Galdor's eyes betray his unnatural existence: hard and brutal, rimmed with grime and filth, and glowing a sickly yellow. Though brutish in appearance, Galdor nonetheless exudes a powerful and commanding presence, such that the warriors under his command would gladly die for him even were they not compelled to do so.

Galdor enjoys inspiring terror and slaughtering innocents; he dedicates every victim to Vangal. Like his god, he is fierce and merciless, taking joy in the destruction he causes. His vanity and pride are limitless, even though he is an unliving thing, presumably created and kept afoot on Ghelspad by the will of Vangal alone.

GALDOR

Medium undead, chaotic evil

Armor Class 18 (barbed armor)

Hit Points 178 (21d8 + 84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	13 (+1)	19 (+4)	18 (+4)

Saving Throws Str +10, Con +7, Wis +9, Cha +9

Skills Athletics +11, Intimidation +9, Perception +9, Religion +6

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Infernal, Orcish, Titan Speech, Vangalite, Veshian

Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If Galdor fails a saving throw, he can choose to succeed instead.

Special Equipment. Galdor wields his legendary paired axes called the *fists of Vangal*[†], and he wears *barbed armor*[†] and a *reaver's token*[†]. In addition, he usually carries 1d3 pouches of *ashen powder*[†] and 1d4 *blood pearls*^{*} of various types.

Spellcasting. Galdor is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Galdor has the following spells prepared:

Cantrips (at will): *chill touch*, *guidance*, *enumerate*^{*}, *produce flame*, *thaumaturgy*

1st level (4/day): *animate undead minion*^{*}, *bane*, *detect evil and good*, *shield of faith*

2nd level (3/day): *aid*, *bleeding sickness*^{*}, *silence*, *spiritual weapon*

3rd level (3/day): *animate dead*, *bestow curse*, *clairvoyance*, *dispel magic*

4th level (3/day): *freedom of movement*, *locate creature*

5th level (2/day): *contagion*

6th level (1/day): *create undead*

ACTIONS

Multiattack. Galdor can use his Frightful Presence. He then makes three ranged weapon attacks or four melee weapon attacks.

Fist of Vangal. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage plus 13 (3d8) necrotic damage. *Critical:* 19 (3d8 + 6) slashing damage plus 13 (3d8) necrotic damage.

Armor Barbs. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 8 (2d6 + 5) slashing damage plus 13 (3d8) necrotic damage.

Handaxe. *Melee or Ranged Weapon Attack.* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 13 (3d8) necrotic damage. Galdor carries 3 handaxes.

Frightful Presence. Each creature of Galdor's choice that is within 60 feet of the Galdor and aware of him must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Galdor's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

Galdor can take 3 legendary actions, choosing from the options below. He can use only one legendary action option at a time, and only at the end of another creature's turn. Galdor regains spent legendary actions at the start of his turn.

Armor Barbs. Galdor makes one Armor Barbs attack.

Dash. Galdor uses the Dash action, or his mount uses the Dash action if Galdor is mounted.

Terrifying Charge (2 Actions). Galdor moves his speed (or his mount moves its speed if he is mounted), provoking opportunity attacks as usual. He then uses his Frightful Presence and makes one melee weapon attack.

Combat

Galdor attacks with all the ferocity one might expect from Vangal's devoted follower. He delights in thundering across the battlefield mounted on Bruticus (use **nightmare** stats, but Bruticus is undead instead of a fiend and cannot fly), striking with his bloody axes at any opponents within reach. He prefers to target spellcasters, and he delights in hurling his axes through their defenses, laughing ferociously if he manages to fell one with a single blow.

When he encounters a worthy opponent, Galdor may dismount and face his foe in one-on-one combat. Otherwise, he makes great use of both his henchmen and his undead legions, using the living troops to wreak havoc on civilian targets while his undead minions serve as shock troops.

If he expects single combat, Galdor typically uses *shield of faith* before entering a fight. Usually, though, he is surrounded by allies both living and undead, in which case he is more likely to use *aid*, possibly expending a higher-level spell slot, to boost his own hit points as well as those of his mount and/or one or two of his lieutenants before entering the fray.

However, if he has little respect for his enemies, he instead uses *bane*, expending a higher-level slot to affect more enemies, while he allows his minions to take the lead. He uses his other spells to support and to dismay or hamper his enemies, as the opportunity arises.

Geleeda the Fair, Queen of Calastia

In all of Calastia, there is only one person who can match wits, wickedness, and sheer political brilliance with King Virduk the Black Dragon: Geleeda the Fair, Queen of Calastia, a power in her own right. Geleeda began as a humble traveling dancer, moving about with a troupe of entertainers and thrilling audiences with her singing and exotic dancing. She attained a network of contacts in the form of lovers, using her sorcerous powers discreetly to influence audiences and pawns to do her bidding.

Finally, word of this outstandingly desirable woman reached King Virduk of Calastia; he was intrigued by rumors of this young woman, who had grown wealthy and powerful seducing others. The king had recently interred his latest wife in the family crypt (amidst the usual unsettling rumors as to the cause of her death), and he decided to seek out Geleeda as a distraction. It was lust at first sight for both of them: for Virduk, a physical lust only, but for Geleeda, a lust for power.

In time, Virduk saw Geleeda's ambition for what it was, yet he found that he had come to love her regardless (inasmuch as two people of such raw, naked ambition could ever truly love). They are kindred spirits, seeking power and glory above all else, and the king eventually raised her up from preferred concubine to the exalted position of queen.

This move angered the nobility, and they're still angry about it to this day. Yet Geleeda has outmaneuvered them time and again, proving herself a consummate manipulator and politician. She has seduced, cuckolded, or browbeaten all who have stood in her or her husband's way thus far, save for one — Anteas. The Grand Vizier is a constant thorn in the queen's side, and while Geleeda believes she currently has the upper hand in their struggle, to the point where perhaps they might seek détente, she is not naïve enough to let her guard down around the crafty old wizard. The vizier knows the queen is a sorceress of some skill, and suspects there is something more about the queen than she lets on, but he has no idea how right he is.

Despite all appearances of being a ravishingly beautiful Albadian woman, Geleeda is not human. She is in fact a changeling, changed out at birth by a hag in service

to Mormo. Lilia did not know she had bargained with a hag. The young Geleeda was the very image of health and grew to womanhood with frightening speed: tall, pale, and stunningly beautiful, with lustrous golden hair and arresting emerald eyes. After her mother died, the hag came to Geleeda in a dream and explained that Geleeda has the blood of the Serpent Mother Mormo in her veins, and that all her powers came from the fallen titan.

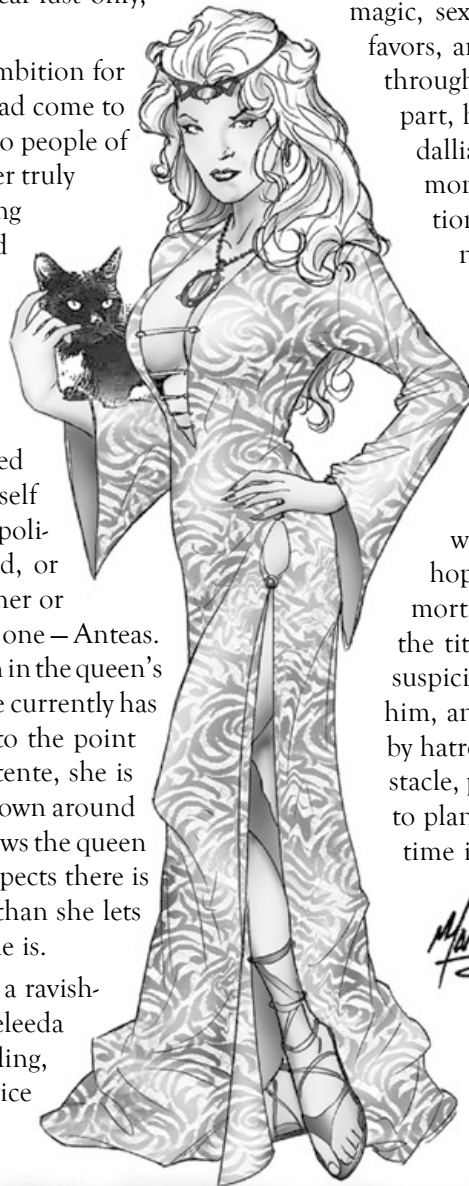
Roleplaying Notes

Geleeda is crafty, cunning politician. While her sorcery is frighteningly strong, it is her ability to use magic as a tool, without relying on it as a crutch, that sets her apart from so many other spellcasters and power-seekers. She plays the political game and she plays it well, cultivating allies and agents in Calastia and beyond, both divine and titanspawn. The queen offers money, influence, power, magic, sex, and more in exchange for loyalty and favors, and the king knows most of her activities through his countless spies and toadies. (For his part, he does not seem to mind, as most of her dalliances also further his goals.) In fact, the two monarchs do, genuinely, have a twisted affection for one another, and Virduk knows that no matter what new, young lover Geleeda might take, it is to his royal bed she will eventually return.

The queen plans to use her wedding gift — Geleeda's Woods, which King Virduk bestowed upon her — to serve as a hidden base for her Mormo-worshipping activities. There, in the heart of that black wood, she knows of a place of power that she hopes will someday help her ascend beyond mortal powers, to become a mythic thing like the titans of yore. While frustrated by Anteas' suspicions, Geleeda dare not act openly against him, and she is not the sort to be overwhelmed by hatred or revenge. The Grand Vizier is an obstacle, plain and simple, and if all goes according to plan, she will remove him carefully when the time is right, by whatever means is most likely to preserve her power.

Malyzak! Combat

Geleeda is never alone. At any time, a dozen or so battle-hardened Calastian soldiers (treat as **veterans**) can spring to her defense. She finds bloody violence distasteful and vulgar, although



GELEEDA

Medium humanoid (human), lawful evil

Armor Class 18

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	19 (+4)	15 (+2)	14 (+2)	22 (+6)

Saving Throws Con +7, Int +7, Wis +7, Cha +11

Skills Arcana +7, Insight +7, Performance +11, Persuasion +11

Damage Resistances fire, poison

Condition Immunities charmed, poisoned

Senses passive Perception 12

Languages Albadian, Calastian, Ledean, Titan Speech

Challenge 13 (10,000 XP)

Magic Resistance. Geleeda has advantage on saving throws against spells and other magical effects.

Special Equipment. Geleeda wears an *amulet of health*.

Spellcasting. Geleeda is an 18th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Geleeda knows the following spells, which she can cast without requiring spell components:

Cantrips (at will): *light, mage hand, message, minor illusion, prestidigitation, vicious mockery*

1st level (4/day): *animal friendship, bane, charm person, heroism*

2nd level (3/day): *enthrall, hold person, suggestion*

3rd level (3/day): *fear, sending*

4th level (3/day): *confusion*

5th level (3/day): *dominate person*

6th level (1/day): *mass suggestion*

7th level (1/day): *forcecage*

8th level (1/day): *glibness*

9th level (1/day): *foresight*

Unarmored Defense. While she is wearing no armor and not wielding a shield, Geleeda's AC includes her Charisma modifier.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack.* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 21 (6d6) poison damage.

REACTIONS

Disparaging Word. When Geleeda is attacked by a creature she can see within 60 feet of her, she can cast *vicious mockery* targeting that creature. If she hits, the disadvantage imposed by *vicious mockery* applies to the attack that triggered this reaction.

poison and quiet murder she is quite fine with; in fact, she considers a carefully executed murder to be the only form of violence worth engaging in.

If severely threatened, Geleeda can call upon her hag allies that now hide within Geleeda's Woods. She is likely to start off with her most useful *charm, dominate, and suggestion* spells against targets she believes she can control and

use against others in a fight. She eliminates other casters by means of *forcecage, fear, and hold person*.

While she does love Virduk, Geleeda is willing to sacrifice anything and anyone, including the king himself, if it becomes necessary. (However, anyone who could force her hand into sacrificing Virduk will have made an enemy for life.)

The Triangle of Power

Geleeda, Virduk, and Anteus are three of the most powerful and influential people in Calastia and on Ghelspad. Each of them is worthy of mythic ascension – Anteus through the Crucible of Mesos, Geleeda through Mormo's blood or via whatever mystical site exists deep in Geleeda's Woods, and Virduk through either Chardun or his secret *slarecian muse* (see Virduk's entry later in this book) – yet none of them has yet ascended. The moment one of them crosses that threshold, the other two must as well, or else the delicate balance of power that exists between them will be broken, and who knows what might happen then?

It is plausible for a destabilizing power shift to occur in Calastia sometime in or soon after the current year, 150 AV, and the ramifications of that event would be felt across the continent.

Gothrin, the Sea Dragon

The Blood Sea is the most perilous ocean on Scarn, and only a brave (or foolhardy) few make their homes there. Among these stalwart mariners is the corsair known as Gothrin the Sea Dragon, a tough and resourceful sailor who has dedicated his life to freeing the Blood Sea of both pirates and titanspawn. Yet while he and his crew aboard the *Adventuress* defend honest seafarers against pirates and monsters alike, they are not averse to profiting from their endeavors.

Gothrin's early life is too painful for him to relate. The son of a merchant, he and his family were captured by the infamous pirate Mad Jakarta, a fierce captain with close ties to Queen Ran and the Toe Island Pirates. Forced to serve aboard one of Jakarta's galleys, Gothrin watched his father die beneath the lash; elsewhere, pirate crews tormented and horribly abused his mother and sister. For years thereafter, he labored in silence, nursing his desire for vengeance.

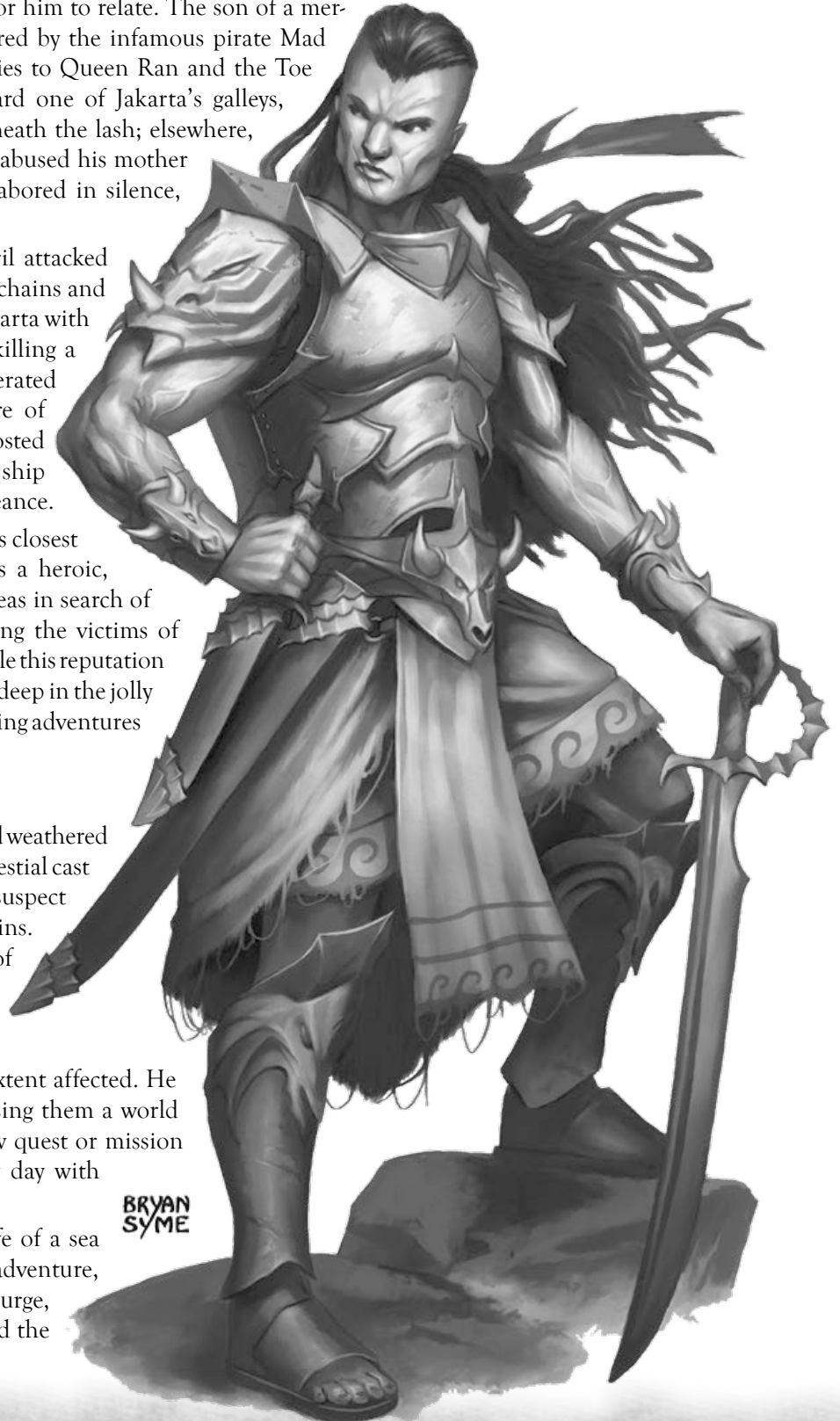
When a fleet of ships from Mithril attacked his pirate convoy, Gothrin broke his chains and fought his way on deck, strangling Jakarta with his bare hands and singlehandedly killing a dozen of the pirate king's crew. Liberated by the Mithrilites and given a share of the bounty that merchants had posted for Jakarta, Gothrin bought his own ship and embarked on his mission of vengeance.

He speaks of these events only to his closest friends. To the world at large, he is a heroic, larger-than-life mariner, sailing the seas in search of adventure, battling evil and defending the victims of titanspawn and piratical violence. While this reputation was honestly earned, there is a sorrow deep in the jolly corsair's heart that even the most rousing adventures and ferocious battles cannot cure.

Roleplaying Notes

Gothrin is handsome in a rugged and weathered fashion. His features have an almost bestial cast to them, causing some observers to suspect that orcish blood might flow in his veins. He seems at first an embodiment of the jolly pirate archetype: the hearty rogue, a good-hearted rascal, heroic adventurer. He loves to play up this persona, even though it is to some extent affected. He welcomes fellow adventurers, promising them a world of excitement, always planning a new quest or mission against pirates or titanspawn. Every day with Gothrin is a new adventure.

If asked why he has chosen the life of a sea rover, Gothrin glibly cites his love of adventure, his natural hatred of the titanspawn scourge, and his desire to defend the weak and the



GOTHRIN

Medium humanoid (human), chaotic good

Armor Class 17 (breastplate)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	15 (+2)	11 (+0)	16 (+3)

Saving Throws Str +5, Dex +4, Wis +2

Skills Acrobatics +6, Athletics +5, Deception +5, Intimidate +5, Nature +4, Perception +4

Senses passive Perception 14

Languages Calastian, Ledean, Veshian

Challenge 3 (700 XP)

Brave. Gothrin has advantage on saving throws against being frightened.

Natural Athlete. Gothrin has advantage on Strength (Athletics) checks and Dexterity (Acrobatics) checks.

Special Equipment. Gothrin fights with a +1 scimitar and a +1 dagger. He normally carries 1d3 potions of healing.

ACTIONS

Multiattack. Gothrin makes three ranged weapon attacks, or he makes four melee weapon attacks: three with his magic scimitar and one with his magic dagger.

+1 Scimitar. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

+1 Dagger. *Melee or Ranged Weapon Attack.* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Dagger. *Melee or Ranged Weapon Attack.* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. Gothrin carries 4 daggers.

Light Crossbow. *Ranged Weapon Attack.* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. Gothrin normally carries 12 bolts.

REACTIONS

Parry. Gothrin adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

helpless. He is disarmingly friendly and companionable, but the observant might notice – with a successful DC 20 Wisdom (Insight) check – that he is not being entirely honest. In truth, Gothrin’s deepest motivation is vengeance for the deaths of his parents when he was a boy.

Gothrin’s ship, the *Adventuress*, is a sturdy vessel armed with four heavy ballistae and a single, massive harpoon-thrower and cable winch, used for attacking huge oceanic titanspawn. Devil-may-care adventurers and rascalions of every race and description, including a few orcs and even a slitherin named Kreesa, comprise his crew. The crew affect the same joyful roguishness as their captain, but many have their own secrets that keep them at sea and away from the civilized world.

Combat

While he favors swashbuckling flourishes, clever banter, and fancy swordsmanship, Gothrin is a smart, deadly op-

ponent. He is usually armed with a light crossbow, which he shoots into enemy ranks before engaging in melee. He favors his cutlass, which he calls “Boehric’s Revenge,” for close-quarter fighting. (Further research or successful prying reveals that Boehric was Gothrin’s father and might help interested players to piece together his true story.) Unsurprisingly, Gothrin swings from the rigging as much as possible and usually does so while exhorting his crew to fight. Most of his crew members are equally reckless, so no one seems to mind.

The *Adventuress*’ crew also includes several spellcasters, but most are warrior or swashbuckler types who prefer close fighting to standing back and lobbing arrows or spells. They favor touch-based magic and spells that enhance their own defensive or combat abilities. Gothrin and his crew are ferocious opponents, and very few pirates who know of them engage them willingly.

Grakis, Chief of the Web of Green

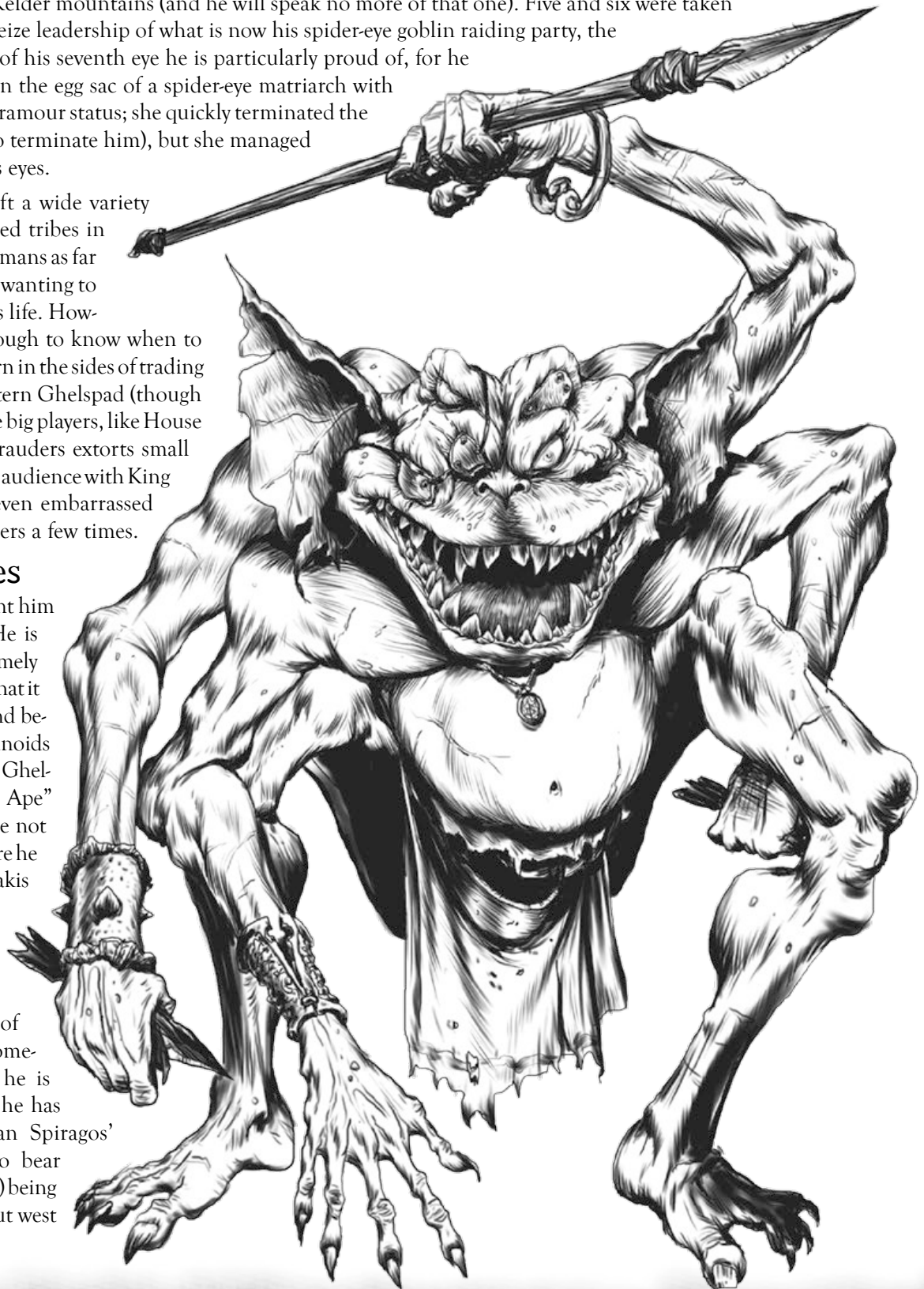
Grakis “One-Eye” is a particularly nasty spider-eye goblin raider who lives deep in the forest known as Geleeda’s Grove. Grakis has lost the sight in most of his eight eyes throughout his sordid life: his first was the result of attempting to steal eggs from a scythe falcon’s nest. His second was damaged irreparably when his siblings tried to roast him on a spit during a famine. His third he lost while training his first wolf spider. The fourth was damaged in a cave he was exploring in the Kelder mountains (and he will speak no more of that one). Five and six were taken or damaged in duels to seize leadership of what is now his spider-eye goblin raiding party, the Web of Green. The loss of his seventh eye he is particularly proud of, for he was happily munching on the egg sac of a spider-eye matriarch with whom he had claimed paramour status; she quickly terminated the relationship (and tried to terminate him), but she managed only to collect one of his eyes.

Grakis’ journey has left a wide variety of people – from ironbred tribes in the Festering Fields to humans as far away as Corean’s Cleft – wanting to claim his last eye, and his life. However, Grakis is smart enough to know when to move on. He’s been a thorn in the sides of trading caravans throughout eastern Ghelspad (though careful never to annoy the big players, like House Asuras); his band of marauders extorts small towns who can’t afford an audience with King Virduk, and they have even embarrassed the Black Dragon’s soldiers a few times.

Roleplaying Notes

Grakis’ cunning brought him to the top of his tribe. He is calculating, but also supremely arrogant, and he believes that it is his destiny to ascend and become ruler of all the goblinoids and arachnids in southern Ghelspad, if only “Virduk the Ape” was not in the way. While not foolish enough to act where he knows he cannot win, Grakis is also searching for allies he can use in his continued rise to power.

Currently, Grakis seeks to court the favor of a priestess of Sethris somewhere in Calastia, and he is hoping that the rumors he has heard of the lesser titan Spiragos’ artifacts (which seem to bear some spider-like markings) being uncovered somewhere out west turns out to be true.



GRAKIS

Small monstrosity (titanspawn), neutral evil

Armor Class 17 (natural armor)

Hit Points 49 (11d6 + 11)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	13 (+1)	14 (+2)	8 (-1)

Skills Acrobatics +5, Animal Handling +5, Perception +4, Stealth +7, Survival +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 14

Languages Calastian, Goblin, Titan Speech

Challenge 2 (450 XP)

Keen Hearing and Smell. Grakis has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Nimble Escape. Grakis can take the Disengage or Hide action as a bonus action on each of his turns.

ACTIONS

Multiattack. Grakis makes two ranged weapon attacks, or he makes three melee weapon attacks, only one of which can be with his bite.

Shortsword. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claw. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d3 + 3) slashing damage.

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (2d6) poison damage. If this poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Dart. *Ranged Weapon Attack.* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage. Grakis normally carries 12 darts, and he has another 12 stowed upon his mount.

REACTIONS

Cowardly Dodge. When an attacker that Grakis can see targets him with an attack, Grakis can choose an ally within 5 feet of him. The chosen ally becomes the target of the attack instead.

Uncanny Dodge. When an attacker that Grakis can see hits him with an attack, he can halve the attack's damage.

Combat

For Grakis to risk himself personally, there must be a prize worth the risk. He usually leads only large raiding parties of 50 or more spider-eye goblins, and he and his goblins are fond of hit-and-run tactics. When leading these raiding

parties, Grakis leads from the rear and pelts enemies with his darts and javelins from atop his faithful mount, Kiruj (use **giant spider** stats, but add the Evasion trait, as the rogue class feature). Only when an enemy seems sufficiently wounded might he scuttle in for the kill.

Hassek Ruukbrood, Bounty Hunter

Neither Redeemed nor Unredeemed, the shadowy hunter known as Hassek Ruukbrood is a name feared and hated across Vesh and much of eastern Ghelspad. He is conspicuously not mentioned in polite circles in the Calastian hegemony: Over the past few years, Archduke Traviak has paid Hassek a princely sum to keep Lageni free of Veshian agents. Hassek has become quite skilled at sniffing out and hunting vigilants who believe they are operating deep under cover. Ruukbrood's pictures adorn the walls of the Metyrian Vigil and the Semanye Vigils (the two vigilant chapterhouses whose territory most often intrudes on Lageni). Hassek even wears a *medallion of the Veshian Vigils* as an open challenge to the vigilants.

Hassek took the name "Ruukbrood" for himself because he believes the blood of Hrinruuk the Hunter flows in his veins — and perhaps it does, for some of his exploits truly are beyond the ken of most mortals. He is willing to track anyone or anything down, for the right price.

Roleplaying Notes

Hassek reveres neither god nor titan (except Hrinruuk, whom he admires but can't be said to truly worship), believing the squabbling of such powers to be beyond his concern. He cares only for the hunt. He bears little but contempt for his quarry or his employers, and he affects the veneer of civility only when he must. Hassek is an equal opportunity murderer, and em-

ployers risk his turning on them just as much as working for them if the ratman is somehow offended or even if he does not find the challenge worthwhile.

If Hassek encounters a foe who can truly challenge him, then he savors the coming confrontation and sets up elaborate tricks, hazards, and death traps. He always takes great pride in unnerving his targets before dispatching them.

Combat

Hassek plans his combats well in advance, if possible, preferring cunning traps and snares. In a direct confrontation, he uses his bow and poisoned arrows to start with. He tries to keep out of close combat, except against ranged foes who outclass him; against such enemies, he seeks to extricate himself, or to close with *Karbrud's fang* if he believes he can score a kill in a hand-to-hand fight.



HASSEK

Medium humanoid (ratfolk), chaotic neutral

Armor Class 16 (studded leather, cloak of protection)

Hit Points 97 (13d8 + 39)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	17 (+3)	11 (+0)	14 (+2)	14 (+2)

Saving Throws Str +5, Dex +7, Con +4, Int +1, Wis +6, Cha +3

Skills Acrobatics +6, Athletics +7, Perception +8, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 18

Languages Calastian, Slitherin, Titan Speech, Veshian

Challenge 6 (2,300 XP)

Contortionist. Hassek has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.

Disease Resistance. Hassek has advantage on saving throws against disease.

Humanoid Slayer. Any weapon attack that Hassek makes against a humanoid deals an extra 3 (1d6) damage on a hit.

Legendary Resistance (1/Day). If Hassek fails a saving throw, he can choose to succeed instead.

Rodent Empathy. Hassek can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

Special Equipment. Hassek wields his unique dagger, called *Karbrud's fang*[†], and he wears a vigil medallion of the mosquito*.

Spellcasting. Hassek is a 13th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Hassek knows the following ranger spells:

1st level (4/day): *alarm*, *hunter's mark*, *jump*

2nd level (3/day): *spike growth*, *twisting thrust**

3rd level (3/day): *nondetection*, *protection from energy*

4th level (1/day): *beast rider**

ACTIONS

Multiattack. Hassek makes three melee attacks with *Karbrud's Fang*, or he makes two ranged weapon attacks.

Bite. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d3 + 3) piercing damage.

Karbrud's Fang. *Melee or Ranged Weapon Attack.* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Shortbow. *Ranged Weapon Attack.* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage. If this poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Hassek normally carries 20 arrows.

Jerhard Landereaux, False Lover

Fifty years after the Divine War, in a world still reeling from that catastrophic conflict, the name “Jerhard Landereaux” was known far and wide. Jerhard was a peerless singer and performer who brought joy and hope to the lives of all who saw him. He sang of great heroes, told inspiring tales, and gave people the strength they needed to prevail in what felt like a dying world.

Beloved of Tanil the Bard, Jerhard began to let the fame and fortune get to his head. He grew proud, ever more arrogant, demanding increasingly large sums of money for his performances, even at charitable events put on at the temples of his own patron. He grew more inclined to use his transcendent gifts only for disaffected nobility and others who could pay his exorbitant fees. Then, in Shelzar, his greatest crime involved a priestess of Madriel.

There, in the fabled City of Sin, Jerhard agreed to entertain the temple’s visitors – the poor, the sick, and the underprivileged – saying that his performances would heal them and inspire them to great deeds. Yet his true motivation was his lust for High Priestess Iona. Jerhard first tried to extort from her the money taken in on his performances, and then he committed the ultimate sin against Tanil and Tanil’s daughter, Idra: He forced himself upon the virgin priestess. For that crime and for his incredible hubris, the two goddesses inflicted a terrible curse.

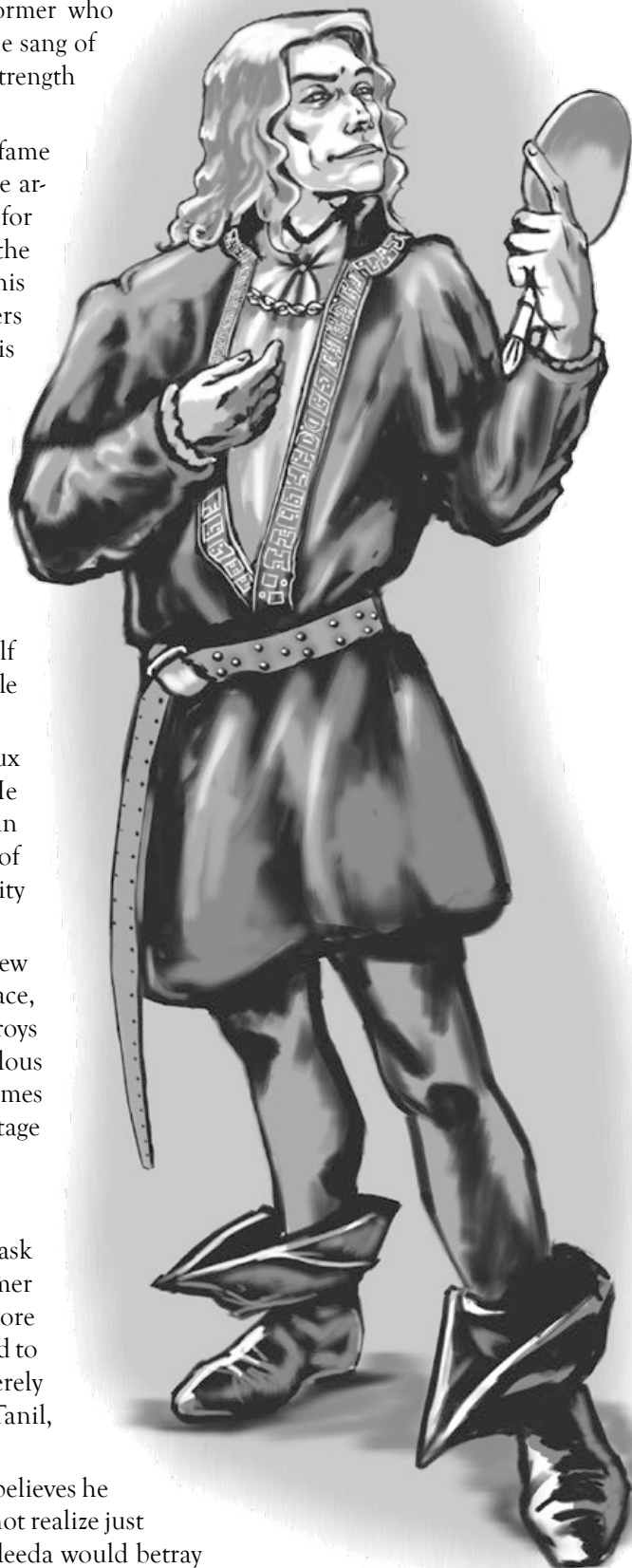
Today, the thing that was once Jerhard Landereaux moves from court to court for a year or two at a time. He is a shallow, empty shell, always seeking a greater thrill in the hope that something might restore even a glimmer of life or passion. Yet nothing is ever enough, and eternity is a long, long time.

In every court he attends, Jerhard is careful to use a new guise and establish a new persona. He appears in a place, seduces the spouses of jealous nobles, and thus destroys homes, marriages, and entire social circles. Several jealous lovers have “slain” him, but Jerhard always returns, assumes a new identity, and moves on, only to appear on a new stage some years later.

Roleplaying Notes

Jerhard is incredibly cocky, yet his arrogance is a mask covering his deeply bitter and unhappy self. The former bard has, over the last century, grown increasingly more desperate to regain his ability to feel pleasure. He is blind to the reality that none of his activities are helping, but merely driving him ever further into despair and further from Tanil, Idra, and the priestess whom he once betrayed.

Jerhard currently resides in King Virduk’s court and believes he has seduced Queen Geleeda the Fair. Yet Jerhard does not realize just how much danger he is in, for neither Virduk nor Geleeda would betray



JERHARD

Medium undead, lawful evil

Armor Class 20

Hit Points 142 (19d8 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	16 (+3)	14 (+2)	22 (+6)

Saving Throws Dex +8, Int +7, Wis +6, Cha +10

Skills Acrobatics +8, Deception +14, Insight +7, Intimidation +14, Perception +10, Performance +10, Persuasion +14

Damage Vulnerabilities radiant

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 20

Languages Calastian, Elvish, Ledean, Shelzari, Zathisk

Challenge 11 (7,200 XP)

Blasphemous Veil. Jerhard is immune to all divination magic that would discern his nature or his alignment.

Rejuvenation. Until confronted by his rape of the priestess Iona on sacred ground dedicated to Tanil, Jerhard cannot be destroyed. Otherwise, if reduced to 0 hit points

or destroyed by some other effect, Jerhard gains a new body in 1d6 days and regains all his hit points.

Spellcasting. Jerhard is an 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Jerhard knows the following spells:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*

1st level (4/day): *bane*, *charm person*, *disguise self*, *silent image*

2nd level (3/day): *detect thoughts*, *knock**, *silence*, *suggestion*

3rd level (3/day): *bestow curse*, *fear*, *tongues*

4th level (3/day): *confusion*, *greater invisibility*

5th level (2/day): *modify memory*

6th level (1/day): *irresistible dance*

Sweet Lies. Jerhard has advantage on all Charisma checks.

ACTIONS

Multiattack. Jerhard makes two weapon attacks.

Rapier. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Pleasing Form (6/Day). Jerhard can use an action to charm a creature within 60 feet of him that can see him. The target must make a DC 18 Wisdom saving throw, and it does so with advantage if Jerhard or his allies are fighting it. If the target fails the saving throw, it is charmed by Jerhard for 24 hours or until he or his companions do anything harmful to it. The charmed creature regards him as a friendly acquaintance. When the effect ends, the creature does not know it was charmed.

one another over so paltry a thing as a bedmate: a tryst is one thing, but betrayal is quite another. Each is generally aware of the other's dalliances, and both are fully aware of Jerhard's activities and his true nature. Geleeda keeps the undead bard distracted with increasingly elaborate debaucheries while Virduk and Antreas have a small group of trusted wizards readying to bind the Expulsed to the king.

However, Jerhard is anything but a fool, and it is entirely possible that he sees the royal pair's maneuverings perfectly clearly. If he sees their trap before it is sprung, he is likely to flee to an entirely new location and begin his plotting and scheming anew. What remains to be seen is whether Geleeda and Virduk's trap might prove to be exactly what Jerhard desires: that someone knows his true nature and

might even have the means to destroy him, breaking his curse, and thus introducing a very heady gamble that he might be willing to take

Combat

Jerhard is a lover, not a fighter. He usually has a cadre of enthralled victims (almost always former lovers) who hurl themselves into harm's way to defend him. As such, Jerhard should almost never be fought alone, but with several NPCs (of whatever challenge ratings make an appropriate challenge for the PCs).

If cornered, however, Jerhard can fight capably — unless he feels that letting someone “kill” him would be more helpful or more entertaining.

Jervis, the Living Truce

Today, Jervis, called the Living Truce, is one of the foremost oracles of the Order of the Seal. Bearing a mark from each of the Eight Victors on his body, Jervis is an embodiment of the Divine Truce among the gods. He has undertaken quests for all of the gods at some point, and he holds no one god as his patron or matron, nor does he consider any one nation to be his home. An itinerant hermit, Jervis has traveled all over Ghelspad, and even, he claims, to other continents.

The story of Jervis' early rise, like much of his career, is one of miracles. He was born in the northern Kelder Mountains, an orphan in a small, isolated village. Like most of his fellows, Jervis was a worshiper of Denev, and he was being groomed as an acolyte under the village healer and holy man. The people of his village knew little of politics or great events across the rest of Ghelspad since the Divine War, being quite remote and independent.

One fateful day when Jervis was barely 18 years old, a badly wounded goblinoid stumbled into the village. Although he was alone, he easily bullied the villagers into surrender, demanding all their food and wine. When the aging priest of the village hesitated to heal him, the bugbear cut him down with his axe. Without hesitation, Jervis struck back, impaling the goblinoid with a pitchfork. The brute took one final swing with his axe, nearly cleaving Jervis in two, and both fell in the dust.

The townsfolk laid Jervis out, fully expecting him to pass into Denev's arms since he and his master had been the only healers for many miles around. The acolyte weakened, yet he lingered on. Then, the next day, he suddenly opened his eyes, stood up, and walked out into the village, healed completely. And since that day, in addition to a terrible scar almost all around his waist, he has possessed potent divine magic.

Roleplaying Notes

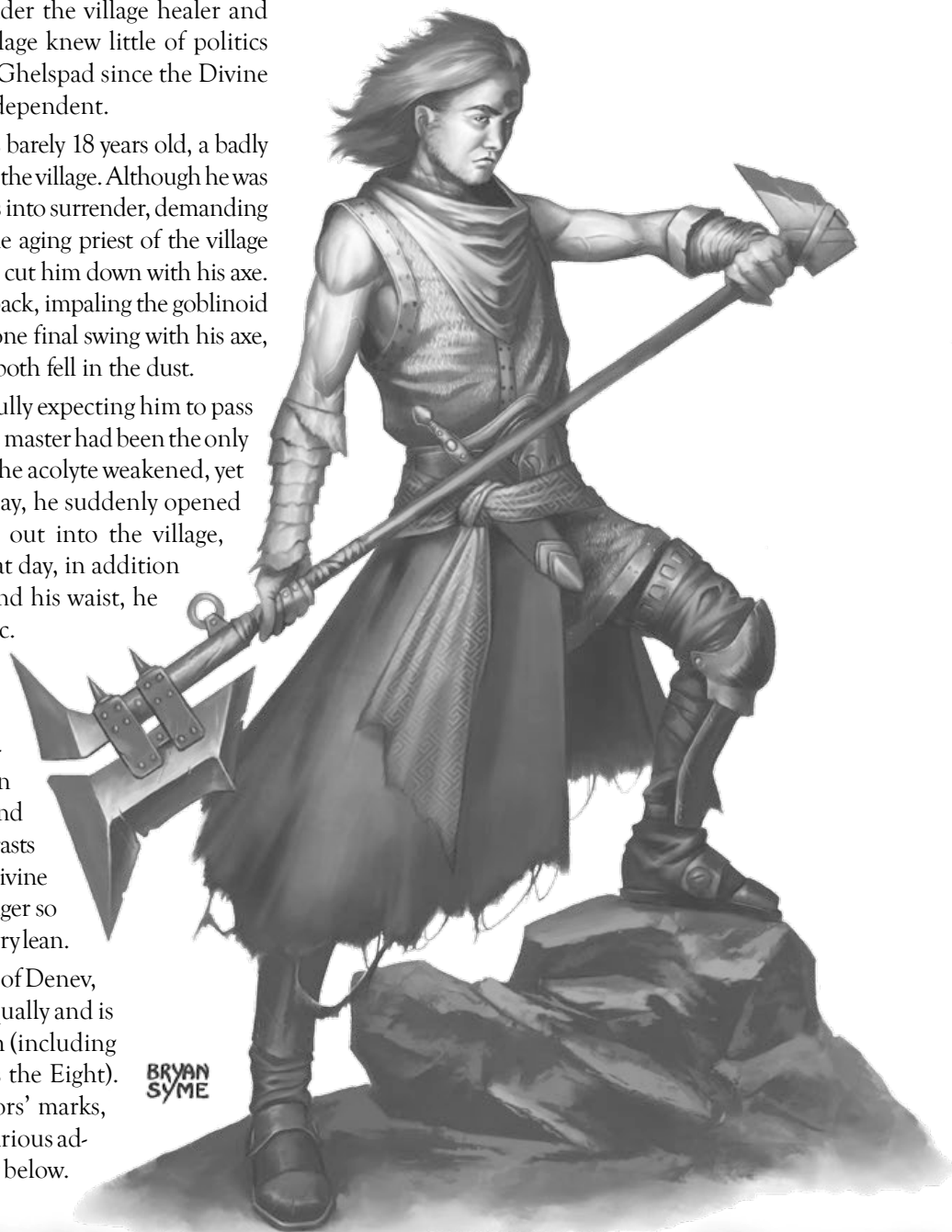
Jervis is of average height but lanky, with slightly wild, shoulder-length brown hair and brown eyes. He has a farmer's hands and an unassuming manner that contrasts with his intimidating axe and divine markings. As an adult, he's no longer so thin that he seems sickly, but he is very lean.

While Jervis began as a follower of Denev, he reveres each of Scarn's gods equally and is very much a servant to all of them (including the various lesser gods as well as the Eight). He bears each of the Eight Victors' marks, all of which he acquired during various adventures, in the order they appear below.

Vangal. This horrifying scar appears just above Jervis' waist and runs a good way around his body, a reminder of the axe that felled him as a youth. The scar is now covered with a tattoo that resembles Vangal's cleft shield symbol.

Chardun. A scar around his throat, obtained from a heavy chain when a priest of Chardun tried to kill Jervis, this scar later transformed into a tattoo of Chardun's scepter symbol.

Madriel. Jervis bears a peacock feather symbol tattooed on his breast bone. This he obtained when he was healed of a wound by Ariniel, the Swan Knight.



JERVIS

Medium humanoid (human), neutral good

Armor Class 16 (scale armor, ring of protection)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	12 (+1)	20 (+5)	18 (+4)

Saving Throws Str +6, Dex +2, Con +9, Int +2, Wis +10, Cha +9

Skills Insight +9, Persuasion +8, Religion +5

Senses passive Perception 15

Languages Celestial, Hedraic, Infernal, Ledean, Slarecian, Titan Speech, Veshian

Challenge 9 (5,000 XP)

Divine Effulgence (1/Turn). When he hits with a weapon attack, Jervis can expend a spell slot to cause his attack to magically deal an additional 10 (3d6) radiant or necrotic damage (Jervis' choice) to the target. If Jervis expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Magic Resistance. Jervis has advantage on saving throws against spells and other magical effects.

Special Equipment. Jervis wears a belt of hill giant strength and a ring of protection. In addition, he wears a healer's ring[†].

Spellcasting. Jervis is a 15th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). Jervis has the following spells prepared: Cantrips (at will): *guidance, light, mending, sacred flame, thaumaturgy*

1st level (4/day): *command, cure wounds, detect evil and good, protection from evil and good, sanctuary, shield of faith*

2nd level (3/day): *augury, calm emotions, lesser restoration, spiritual weapon, zone of truth*

3rd level (3/day): *create food and water, dispel magic, remove curse, tongues*

4th level (3/day): *divination, mana spear**

5th level (2/day): *dispel evil and good, planar binding*

6th level (1/day): *forbiddance, true seeing*

7th level (1/day): *divine word*

8th level (1/day): *holy aura*

ACTIONS

Multiattack. Jervis makes two melee weapon attacks.

+1 Battleaxe. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if wielded in two hands.

Light Crossbow. *Ranged Weapon Attack.* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage. Jervis normally carries 12 bolts.

Hedrada. Jervis gained Hedrada's symbol, a hammer tattoo, when he was clapped on the left shoulder by a Justice of Hedrad.

Enkili. He bears a lightning mask tattoo on his right buttock, placed there by a cleric of Enkili, who also attempted to explain what Jervis' various markings were all about.

Corean. The fourfold sword symbol of Corean appears on the palm of Jervis' right hand, having appeared there spontaneously when Jervis shook hands with a captain of the mithril knights.

Tanil. A passing Tanil fox once woke Jervis by running into him, alerting him to approaching danger, while he was sleeping in the forest. As a result, he gained the three-arrow symbol of Tanil, appearing as another spontaneous tattoo on the lower part of the oracle's left leg.

Belsameth. A moon symbol on Jervis' forehead actually changes its shape based on the current phase of Belsameth's moon. It was placed there by the Shifter herself.

Combat

Jervis is no stranger to combat, and he has undertaken many quests and gained numerous companions and allies over the years. In a time of great need, he could rely without fail on a great many skilled adventurers of all alignments, classes, races, and skill sets to aid him.

Jervis favors the battleaxe as a weapon. However, he is more likely to rely on his spells than on his weapons in most fights, particularly if he is accompanied by allies who are melee specialists.

The Order of the Seal

When the Titanswar was over, the gods agreed to the Divine Truce, brought into being to unite their forces on Scarn against the titanspawn or any other threat to the world, so that the Victors would never battle each other directly. Through the Truce, they would instead settle any disagreements through mortal representatives on Scarn.

To confirm and ratify the Truce, the gods reached out to certain oracles – divine spellcasters who answer to all the divinities, as opposed to those who serve a specific deity – and introduced to them the *Seal of the Gods*. These priests of the Order of the Seal, as they are now known, would act as mortal conduits representing not just one, but all the major gods of Scarn.

Kaltaag the Highwayman

Kaltaag was born in the mid-western foothills of the Kelder Mountains a little over 20 years ago, shortly after Sky Keep's fall. Jazia, Kaltaag's mother, was a haughty noblewoman in New Venir who bedded an orc mercenary to spite her ailing father. However, she had not counted on bearing the wretched soldier's child, and she despised the boy from the moment she knew she had conceived. Some years later, discovering that he had a son, the orc Kuran offered to raise the child. Jazia readily agreed, happy to have the "filthy orc" and his son, Kaltaag, out of her life.

Wary of the racist and intolerant Calastians, Kuran and Kaltaag traveled west and settled in Shelzar, a city known for its tolerance and acceptance. Still, life there was not easy for lone orc raising a half-orc son. Even though Kaltaag experienced some prejudice, his father taught him a healthy respect for all races. Because of his mother's rejection, however, Kaltaag also developed a deep resentment of the nobility, a sentiment he retains to this day. Growing up in poverty, while his father was busy working long hours, sometimes away for many weeks at a time as a caravan guard or bodyguard-for-hire, Kaltaag learned many unsavory skills as a child.

Kuran died when Kaltaag was nine years old, the victim of a murderous highwayman. The young half-orc found himself homeless. He took to the road, trying to find work and live honorably, as his father had taught him. In the end, though, his circumstances forced him onto the same path as his father's murderer; he became a highwayman himself, haunting the low roads and highways of Zathiske and Ankila.

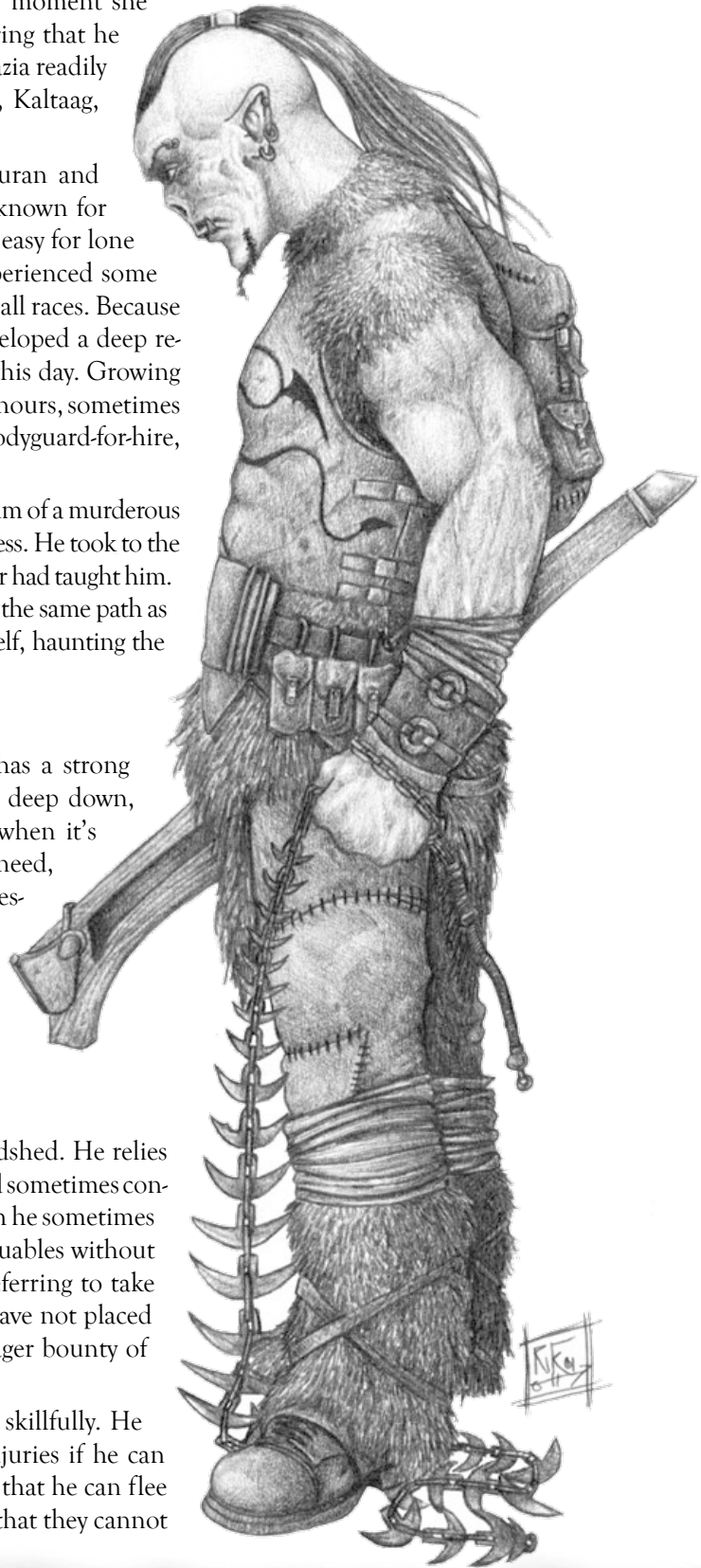
Roleplaying Notes

Despite his "career" as a highwayman, Kaltaag has a strong conscience and an accurate moral compass. He is, deep down, a decent fellow. He may be gruff and unpleasant when it's warranted, but he is usually quick to aid those in need, particularly those who are destitute or otherwise desperate. While he is rough and aggressive, Kaltaag behaves kindly toward members of the lower classes, but he delights in robbing the wealthy and effete. He has little sympathy for his rich victims, but even still, he is rarely violent without good cause.

Combat

Kaltaag prefers ambushes that don't involve bloodshed. He relies on threats and intimidation to distract opponents and sometimes convinces travelers that he has accomplices nearby (which he sometimes does), and thus compels them to surrender their valuables without resistance. He avoids killing whenever possible, preferring to take his victims' money and run. Calastian authorities have not placed a high priority on capturing Kaltaag, posting a meager bounty of 500 gold pieces on his head.

If forced to fight, Kaltaag wields his spiked chain skillfully. He rarely uses the weapon to inflict deadly physical injuries if he can avoid it. Instead, he prefers to trip up opponents so that he can flee or else to disable them without permanent harm so that they cannot pursue him.



KALTAAG

Medium humanoid (human, orc), chaotic good

Armor Class 14 (leather armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	13 (+1)	12 (+1)	14 (+2)

Saving Throws Dex +5, Con +4, Int +3

Skills Acrobatics +6, Athletics +7, Insight +3, Intimidation +6, Perception +3, Stealth +7

Senses darkvision 30 ft., passive Perception 13

Languages Calastian, Ledean, Orcish

Challenge 1 (200 XP)

Sneak Attack (1/Turn). Kaltaag deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Kaltaag that isn't incapacitated and Kaltaag doesn't have disadvantage on the attack roll.

ACTIONS

Spiked Chain. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. *Critical:* 13 (3d6 + 3) piercing damage.

Shortsword. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. *Critical:* 13 (3d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack.* +5 to hit, range 80/320 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. Kaltaag normally carries 10 bolts.

REACTIONS

Uncanny Dodge. When an attacker that Kaltaag can see hits him with an attack, Kaltaag can halve the attack's damage.

Katonis Woodarbor, Master Vigilant

Though Katonis Woodarbor has seen only 26 winters, he has a reputation far greater than his years might suggest. Hailing from the forested hills of northern Vesh, the gifted young ranger was a natural candidate for Vigil membership. When he passed all his qualifying tests with ease, he was sent to join the ranks of the Metyrian Vigil in the foothills of the Kelder Mountains. Quickly distinguishing himself there, he was then sent to serve in the Hornswythe Vigil on the edge of the Plains of Lede for two years before transferring to the Ganjus Vigil. Most recently, he was sent to the prestigious Behjurian Vigil, based in the city of Mithril. At each post, his performance was exemplary, and he has now risen to a position of command.

While on patrol in the Kelder Mountains in the final months of his time at the Metyrian Vigil, Katonis and his squad stumbled upon an old battle site. Among the bones of a slain ranger, he found a *medallion of the scorpion*, that of the defunct Dark Motak Vigil, whose leader had treacherously led his warriors into an enemy ambush. Woodarbor took the medallion, intending to turn it over to his superiors, but from that moment forward, frightening dreams and visions plagued him — visions that showed the young Vigil commander betraying his own men. For some reason, Woodarbor felt compelled to keep the *scorpion medallion* and has yet to ask his superiors for help with the ongoing visions, which seem to have no basis.

Woodarbor's most famous exploit took place in the Mourning Marshes while he was at the Ganjus Vigil. He led a patrol to investigate reports that a nefarious necromancer had been sending undead minions against nearby settlements. The rangers discovered the culprit, a crypt lord called Ulder, but to their horror, his creatures were undead titanspawn. In the ensuing battle, most of Woodarbor's patrol perished, but he himself slew Ulder. Katonis' victory was not complete, however; Ulder's young apprentice escaped and swore vengeance. Her current whereabouts are unknown.

Since his battle with Ulder, Katonis has been assigned to difficult missions on the Plains of Lede, along the Blood Sea coast, or on the Cordrada Corridor, sometimes working in concert with the Coreanic paladins. He knows that Mithril is a critical city in eastern Ghelspad's defense against the titanspawn, so despite his differences with the paladins (whose rigidity he finds overly restrictive), he continues to serve courageously and loyally.



KATONIS

Medium humanoid (human), chaotic good

Armor Class 16 (breastplate)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Str +6, Dex +3, Wis +4

Skills Athletics +5, Nature +3, Perception +5, Persuasion +6, Stealth +5, Survival +6

Senses passive Perception 15

Languages Calastian, Titan Speech, Veshian

Challenge 4 (1,100 XP)

Keen Hearing and Sight. Katonis has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Monster Slayer. Any weapon attack that Katonis makes against a monstrosity or a titanspawn deals an extra 7 (2d6) damage on a hit.

Special Equipment. Katonis has a *darkwood longbow**. He wears a *vigil medallion of wheat**, but he also possesses a *vigil medallion of the scorpion**.

Spellcasting. Katonis is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Katonis knows the following ranger spells:

1st level (4/day): *alarm*, *hunter's mark*, *longstrider*, *multiply missile**

2nd level (3/day): *darkvision*

3rd level (2/day): *speak with plants*

ACTIONS

Multiattack. Katonis makes two weapon attacks.

Longsword. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if wielded in two hands.

Darkwood Longbow. *Ranged Weapon Attack.* +4 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. Katonis normally carries 20 arrows.

Roleplaying Notes

Katonis is young and occasionally somewhat brash, yet he is a proven leader with a tendency to put himself at risk. He does not believe in demanding sacrifices of his troops that he would not make himself. He has a trace of overconfidence and dislikes having his leadership questioned.

Combat

A born woodsman and warrior, Woodarbor prefers fighting outdoors. He is an excellent tracker, using his uncanny perception to discover the enemy, approach stealthily, and then snipe foes with his longbow or ambush with hit-and-run tactics. As needed, he may also use his *medallion of the scorpion* to cast *blur* or *protection from poison* on himself.

Kimer the Shatterer

Albadia is a rough land, where barbarian tribes are known to leave behind orphans in all manner of tragic circumstances (often involving titanspawn). Therefore many tribes, especially the dwarven Skaolkor tribe, take in all foundlings, regardless of their heritage. Kimer, who became the Shatterer, was one such child.

The Skaolkor found Kimer amid the smoldering ruins of his village, and they forged the boy into a steel-thewed warrior, imbued with the Skaolkor sense of honor, bravery, and ferocious loyalty. Kimer travelled the land with his best friend, a dwarf known as Gorgadran the Furious. They were mercenaries, drinking companions, and wandering adventurers. It was during those days that Kimer earned his epithet Shatterer, when he destroyed a stone gate with his bare hands. Then the two heard of a frost giant on the edge of the Titanshome Mountains, one who held a human village in its thrall, and they saw a chance for fame and glory. Gorgadran won a coin toss to see who would challenge the giant first. While the dwarf fought gloriously, Kimer was forced to watch as the giant crushed his companion, bringing Gorgadran to an unfortunate end.

Kimer's rage was beyond compare. Rather than mourn, the barbarian became like a ravening dog and tore through the frost giant's lair. He slaughtered the giant and all his servants, until his rage was spent and Kimer collapsed to grieve. He wept and wept, and stories say that his tears washed away both the blood of the giant and that of his friend who lay on the mountainside... and the ice from a hidden staircase in the giant's lair.

In a hidden chamber, deep inside the lair, Kimer found a shining silver sword hidden in an icy pool. The Albadian plunged his hand into the water and drew forth the mighty blade, whose name roared like an avalanche in his ears: *Ertmodl, the Earth Sword of Scarn*. So Kimer was chosen, by the blade, to be its new champion, and he became a guardian of Ghelspad with it. Having lost his dwarf-brother, the human was given new purpose to battle titanspawn ceaselessly throughout Albadia and beyond, always with his faithful dog Onyx by his side.

Roleplaying Notes

Kimer is a fundamentally good man. While he still feels the pain of losing his boon companion Gorgadran, he has turned that pain into something positive, using it to drive himself onward. He aids the needy without hesitation, and he counts every day with *Ertmodl* as a day in which he can avenge his brother-in-spirit all over again. Many travelers on the Perforated Plains have thanked the gods for the Shatterer's timely intervention.

Unfortunately, Kimer sometimes has a problem telling the Redeemed apart from Unredeemed titanspawn. This has gotten him into trouble more than once, and he has yet to learn this lesson well.



KIMER

Medium humanoid (human), neutral good

Armor Class 19

Hit Points 241 (23d8 + 138)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	22 (+6)	12 (+1)	12 (+1)	13 (+1)

Saving Throws Str +9, Dex +7, Con +10, Wis +5

Skills Animal Handling +6, Athletics +9, Intimidation +6, Perception +6, Survival +6

Damage Resistances cold, lightning, poison

Senses darkvision 60 ft., passive Perception 16

Languages Albadian, Darakeene, Dwarvish, Giantish

Challenge 16 (15,000 XP)

Dwarven Resilience. While he wears his *belt of dwarvenkind*, Kimer has advantage on saving throws against poison.

Legendary Resistance (3/Day). If Kimer fails a saving throw, he can choose to succeed instead.

Iron Mind. While Kimer holds *Ertmodl*, he has advantage on saving throws against being charmed or frightened.

Rage (5/Day). Kimer can enter a rage as a bonus action. While raging, he gains the following benefits:

- He has advantage on Strength checks and Strength saving throws.
- He gains a +4 bonus to melee damage rolls.
- He has resistance to bludgeoning, piercing, and slashing damage.

Kimer's rage lasts for 1 minute. It ends early if he is knocked unconscious or if his turn ends and he hasn't attacked a

hostile creature since his last turn or taken damage since then. He can also end his rage on his turn as a bonus action.

Special Equipment. Kimer wears a *belt of dwarvenkind* and boots of the winterlands. He wields the artifact *Ertmodl*, the *Earth Sword of Scarn*[†]. He also possesses a unique, legendary figurine of wondrous power (*onyx dog*) that can be used for up to 8 non-continuous hours each day; the figurine turns into an unaligned Medium **winter wolf** rather than a mastiff, and Kimer calls it, simply, *Onyx*.

Unarmored Defense. While he is wearing no armor and not wielding a shield, Kimer's AC includes his Constitution modifier.

ACTIONS

Multiattack. Kimer makes three weapon attacks.

Ertmodl (Longsword). *Melee Weapon Attack.* +12 to hit (critical on 19 or 20), reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage, or 12 (1d10 + 7) slashing damage if wielded in two hands, plus 7 (2d6) thunder damage. *Critical:* 29 (5d8 + 7) slashing damage, or 34 (5d10 + 7) slashing damage if wielded in two hands, plus 7 (2d6) thunder damage.

Shortbow. *Ranged Weapon Attack.* +8 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. Kimer normally carries 12 arrows.

LEGENDARY ACTIONS

Kimer can take 3 legendary actions, choosing from the options below. He can use only one legendary action option at a time, and only at the end of another creature's turn. Kimer regains spent legendary actions at the start of his turn.

Command Onyx. Kimer can activate, deactivate, or issue a command to *Onyx*. If he issues a command, *Onyx* can take the *Attack*, *Dash*, *Disengage*, *Dodge*, or *Help* action.

Shake It Off. Kimer ends one effect on himself or on *Onyx* that is causing either to be charmed or frightened.

Pack Movement (2 Actions). Both Kimer and *Onyx* move up to their speed. This movement does not provoke opportunity attacks.

Combat

Kimer is fierce but honorable. He does not kill the helpless, nor does he initiate combat against non-titanspawn if he can avoid it (for he believes there's no sense in wasting the strength of the divine races). Against titanspawn, however, he is ruthless.

Kimer does not often travel out of the northern Perforated Plains, the Titanshome foothills, and Albadia, all places he knows intimately. He often sets ambushes and traps for monstrous titanspawn, whom he slays without mercy, but against intelligent titanspawn he at least offers a chance for honorable death.

Lavina, Will of the Reaver

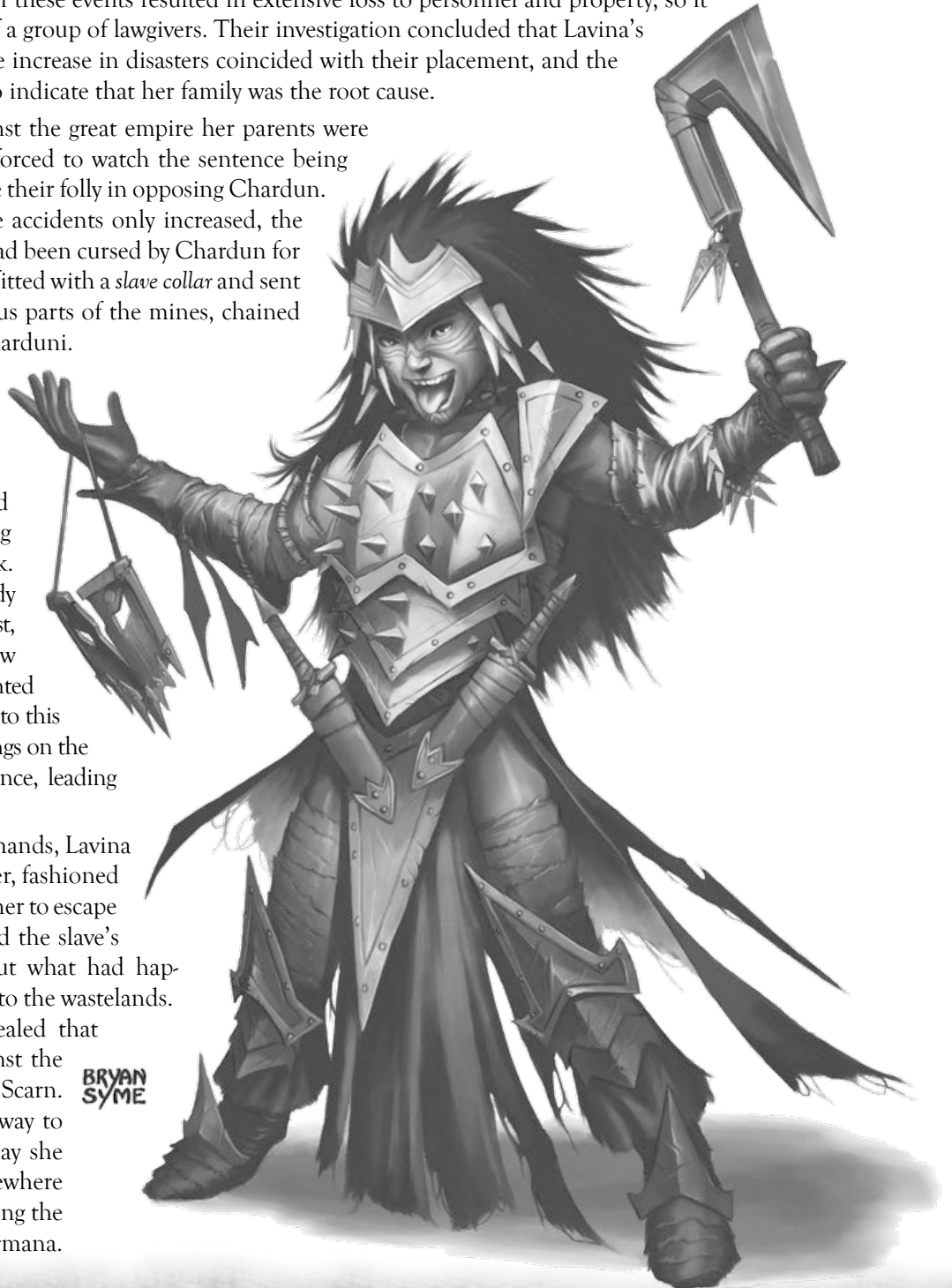
Lavina was born in the poorest district of Borixa, a city within Termana's Charduni Empire, during a violent storm. Her charduni parents were devout worshipers of the Great Slaver, but they also believed a heresy that all the Eight Victors should be treated with equal respect (Chardun simply being the first among equals). When Lavina was still a child, her parents were sentenced to life as slaves in the mines for their heretical beliefs; as the law of the land dictated, Lavina was sent along with them.

Life in the mines was harsh, but Lavina thrived. Even as a youth, she could break up formations by herself in the same time as several adults. The work came easily to her: Lavina saw destruction as an essential aspect of life, and she knew instinctively where to hit the rocks to smash them up most effectively. Her productivity was seen as a blessing by her overseers because the mines were plagued by accidents after her arrival, such as cave-ins or spontaneous gas explosions. The frequency of these events resulted in extensive loss to personnel and property, so it eventually drew the attention of a group of lawgivers. Their investigation concluded that Lavina's parents were saboteurs since the increase in disasters coincided with their placement, and the lawgivers' divinations seemed to indicate that her family was the root cause.

For these supposed acts against the great empire her parents were tortured to death. Lavina was forced to watch the sentence being carried out so that she would see their folly in opposing Chardun. However, weeks later, when the accidents only increased, the lawgivers decreed that the girl had been cursed by Chardun for the sins of her parents. She was fitted with a *slave collar* and sent into the deepest, most dangerous parts of the mines, chained to a dozen similarly outfitted charduni.

In the depths, the chain gang was attacked by a blade beast. A red haze fell over Lavina when the battle began, and when it lifted, her *slave collar* was broken and she was the only survivor, having slain the blade beast with her pick. Suddenly, she saw a great, bloody figure standing above the fallen beast, an image of the Ravager, who drew an axe from the beast and presented it to her. She still carries that axe to this day, and sometimes strange writings on the adamantine blade provide guidance, leading her to her next battle.

Following the Ravager's commands, Lavina skinned the chain gang's overseer, fashioned herself a mask that would allow her to escape the mines unmolested, arranged the slave's corpses to sow confusion about what had happened, and then disappeared into the wastelands. In further visions, Vangal revealed that Lavina would be his tool against the resurgence of ancient enemies on Scarn. When and how she made her way to Ghelspad is uncertain, but today she dwells in a remote manor somewhere on the Celestial Shelf, overlooking the Blood Sea in the direction of Termana.



LAVINA

Medium humanoid (dwarf), chaotic neutral

Armor Class 16 (breastplate)

Hit Points 142 (15d8 + 75)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
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20 (+5)	15 (+2)	18 (+4)	12 (+1)	19 (+4)	8 (-1)
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Saving Throws Str +8, Con +7, Wis +7

Skills Athletics +8, Intimidation +5, Perception +7, Religion +7, Survival +7

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 17

Languages Dwarvish (Charduni accent), Infernal, Giantish, Ledeon, Termanan, Titan Speech

Challenge 7 (2,900 XP)

Dire Brutality. A melee weapon deals two extra die of its damage when Lavina hits with it (included in the attack).

Dwarven Resilience. Lavina has advantage on saving throws against poison.

Special Equipment. Lavina owns a *ravager's mask*[†] and an *adamantine battleaxe*.

Spellcasting. Lavina is a 7th-level divine spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Lavina has the following spells prepared:

Cantrips (at will): *guidance*, *mending*, *produce flame*, *thaumaturgy*

1st level (4/day): *cure wounds*, *divine favor*, *heroism*, *wrathful blow*

2nd level (3/day): *bleeding sickness**, *magic weapon*, *twisting thrust**

3rd level (3/day): *bestow curse*, *magic circle*

4th level (1/day): *death ward*

Stonecunning. Lavina has advantage on any Intelligence (History), Intelligence (Investigation), or Wisdom (Perception) check she makes when examining stonework or trying to determine the origin of such construction.

ACTIONS

Multiattack. Lavina makes two melee weapon attacks.

Adamantine Battleaxe. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage, or 21 (3d10 + 5) slashing damage if wielded in two hands.

Light Crossbow. *Ranged Weapon Attack.* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. Lavina normally carries 12 bolts.

Roleplaying Notes

Lavina is entirely without tact or artifice, and she has no qualms about putting people in their place (beneath her) as needed. Although she worships Vangal the Ravager, she is not truly evil, although she is violent, brutal, and uncaring. She is typically quiet, if not sullen, and when she does speak it is often about the impermanence of reality and the frailty of life. She is always willing to educate others, in as few words as possible, teaching that in the end everything and everyone falls apart — and that when she is around, things tend to come apart quickly and unexpectedly.

For the past few years, Lavina has been seen with a very unlikely group consisting of a human wizard, a strange foreign monk, a haunted elven priest, and a human ranger.

While exploring the ruins of a strange slarecian-worshipping cult, they were each granted boons by their various patrons to oppose the Ancients. Since then, the group has been battling the resurgence of the cult. Despite their many differences, they have become loyal friends, and Lavina remains with them since her fever-dreams from Vangal have shown her that they should accompany her to the great battles in her future.

Combat

Lavina is, quite simply, a maniac, laying about with her axe and slaughtering all who get in her way. She uses her attacks and spells to inflict the most damage possible, making sure every enemy knows that crossing her path was a grave, and almost certainly final, mistake.

Leoris the Vengeful

Born and raised on the Plains of Lede in northern Ghelspad, Leoris led a simple life as a cub, playing with his pridemates and enjoying what he believed to be the greatest grassland in the world. Then, his pride hunted two humans who had, unbeknownst to the lionfolk, set a trap. Leoris found himself orphaned after that battle, his mother barely managing to escape with her cub in tow before dying.

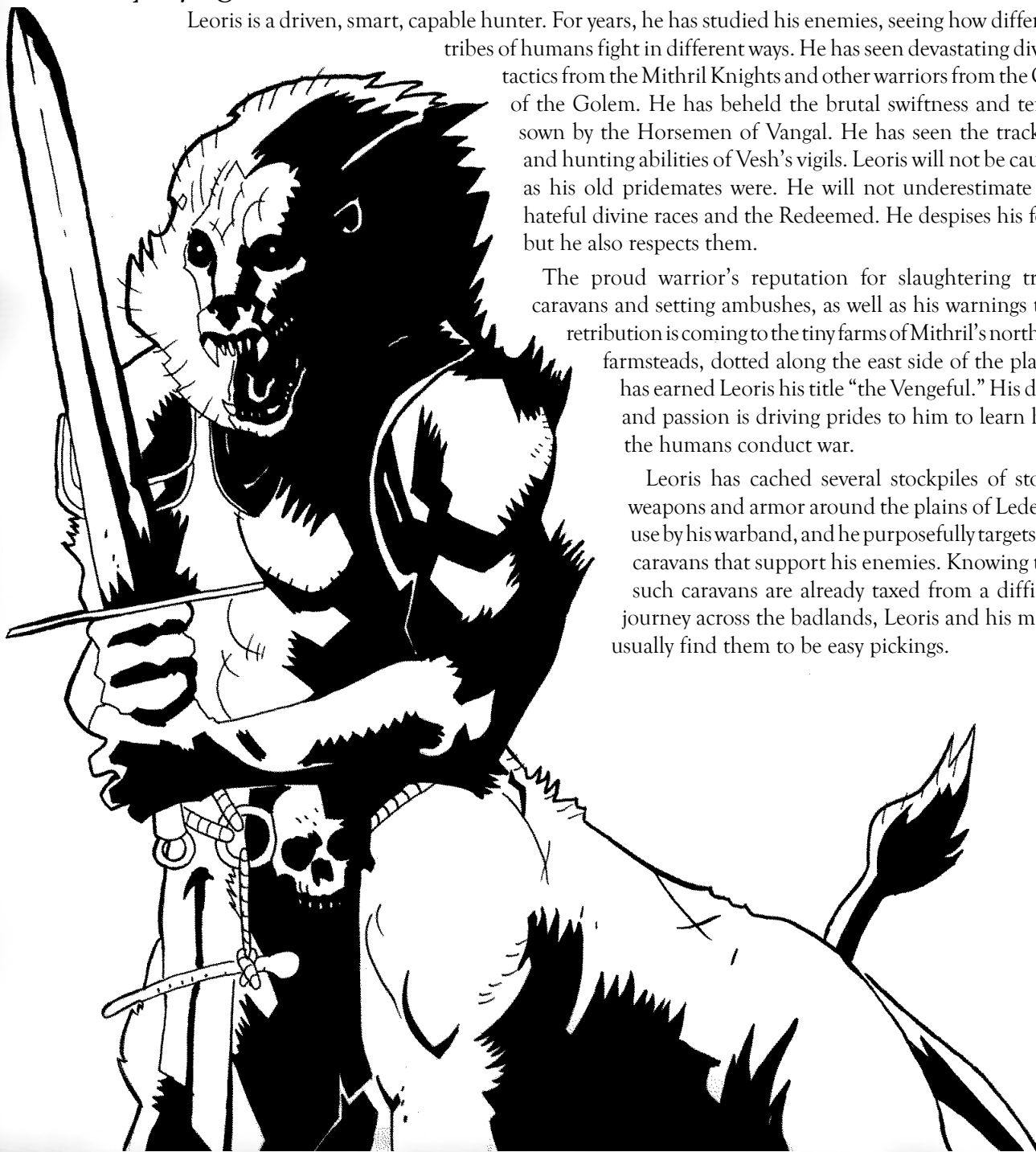
In time, Leoris took the pain of that moment and read into it a primal sign: Hrinruuk the Hunter was chastising the proud for having grown lazy. They had been outwitted, outhunted, and beaten by humans, a physically and spiritually inferior foe. Fueled by determination, loss, hate, and anger, Leoris swore he would have vengeance on all humans and their allies as well.

Roleplaying Notes

Leoris is a driven, smart, capable hunter. For years, he has studied his enemies, seeing how different tribes of humans fight in different ways. He has seen devastating divine tactics from the Mithril Knights and other warriors from the City of the Golem. He has beheld the brutal swiftness and terror sown by the Horsemen of Vangal. He has seen the tracking and hunting abilities of Vesh's vigils. Leoris will not be caught as his old pridemates were. He will not underestimate the hateful divine races and the Redeemed. He despises his foes, but he also respects them.

The proud warrior's reputation for slaughtering trade caravans and setting ambushes, as well as his warnings that retribution is coming to the tiny farms of Mithril's northern farmsteads, dotted along the east side of the plains, has earned Leoris his title "the Vengeful." His drive and passion is driving prides to him to learn how the humans conduct war.

Leoris has cached several stockpiles of stolen weapons and armor around the plains of Lede for use by his warband, and he purposefully targets any caravans that support his enemies. Knowing that such caravans are already taxed from a difficult journey across the badlands, Leoris and his mates usually find them to be easy pickings.



LEORIS

Large monstrosity (titanspawn), neutral evil

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	13 (+1)	15 (+2)	12 (+1)

Saving Throws Str +7, Dex +6, Con +7

Skills Athletics +7, Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 13

Languages Ledean, Leonid, Orcish, Titan Speech, Veshian

Challenge 5 (1,800 XP)

Innate Spellcasting. Leoris's spellcasting ability is Wisdom (spell save DC 13). He can innately cast the following spells, requiring no material components.

At will: *druidcraft*, *mending*, *resistance*

1/day each: *animal friendship*, *bless*, *magic weapon*, *purify food and drink*, *speak with animals*

Overbearing Charge. If Leoris moves at least 20 feet straight toward a creature and then hits it with a melee attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. Leoris makes four attacks: one with his greatsword, one with his bite, and two with his claws.

Greatsword. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Claw. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Spear. *Melee or Ranged Weapon Attack.* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used in two hands. Leoris normally carries 3 spears.

Combat

Leoris prefers to follow his foes at a distance and study them for some time before engaging. He strives to learn his foes' tactics, techniques, and procedures before engaging them, and he ensures his pride adjusts their own strategies accordingly. He prefers heavy use of ranged attacks in the opening moments of combat, knowing that his proud can outrun most humanoids. He is smart enough to pick off enemies' mounts so that he can maintain the advantage of speed and mobility.

When it's time to engage, Leoris himself usually leads into the fray with a massive greatsword. Leoris usually leads

a warband of around 20 **proud** (stats can be found in the appendix of *Scarred Lands Player's Guide*). Half are armed with an ample supply of javelins or with shortbows, while the others carry only a few javelins for opening throws before charging in with Leoris.

Leoris is a master of feigned retreats, leading others into ambushes by bringing only a handful of his warriors into battle and then withdrawing, making it look like they underestimated their foe. He is also a fan of hit-and-run tactics and is more than willing to retreat after damaging a target group's healers and casters, regrouping and returning before they've had a chance to recover.

Lianca of the Cult of Ancients

King Virduk of Calastia has many enemies and no desire to number the Cult of the Ancients among them. His open contract with the beautiful and cunning assassin Lianca is his way of killing two birds with one stone: She acts as his agent, gathering information on his foes in anticipation of being asked to kill them, and he lavishes staggering sums upon her and the cult for her services, thus cementing good relations.

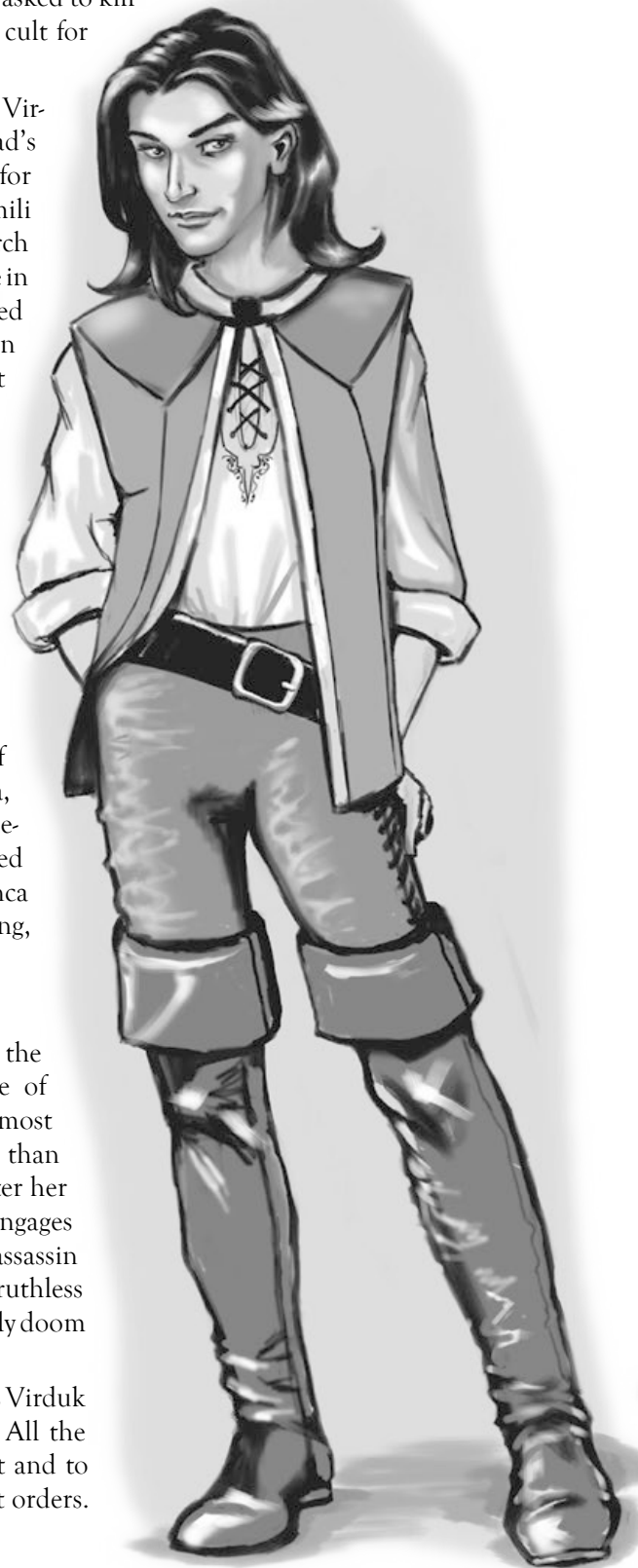
While she is a superb assassin, Lianca currently serves Virduk in a somewhat different role. She travels to Ghelspad's far corners, quietly observing and gathering information for future reference. In Mithril, she studied High Priest Emili Derigesh's dining habits. In Hedrad, she observed Patriarch Hevestian and discovered that he spends an hour a day alone in Hedrada's chapel. Journeying to Durrover, Lianca pinpointed those politicians most likely to oppose a Calastian invasion and noted their weaknesses. She learned a great deal about the Veshian Vigils' various commanders (and exactly what types of poison would be most effective and undetectable when used against them). Her catalog of targets is always growing, and if King Virduk continues to pay her, she loyally gathers information for him — yet also for herself and her organization.

Lianca's current target for observation is one of the most challenging in all of Ghelspad: King Thain the Just of Burok Torn. Surrounded by loyal warriors willing to die a thousand deaths rather than see their king harmed, Thain is a nigh-impossible target for assassination. Yet if anyone can find a flaw in the king's routine, it is Lianca, who pursues her mission with a fanatic's single-minded devotion. Currently disguised as a mercenary guard attached to House Asuras' trade offices in the dwarf capital, Lianca moves quietly through the subterranean streets, watching, listening, and scheming.

Roleplaying Notes

Lianca has a lifetime of experience with the Cult of the Ancients. She never voluntarily reveals the true nature of her mission. Her ability to maintain a cover identity is almost flawless, and those few who do suspect that she is more than she seems tend to have fatal accidents. Most who encounter her are struck by her beauty and poise, although she rarely engages in more than cursory pleasantries. She is not the sort of assassin who uses feminine wiles to lull victims; her specialties are ruthless cunning, stealth, and discretion, which swiftly and inevitably doom her victims.

Nonetheless, Lianca has begun to chafe at the restrictions Virduk has placed on her; she longs to use her assassin's skills. All the same, she is intelligent and strictly loyal, both to the cult and to the letter of her contract, and will not act without explicit orders.



LIANCA

Medium humanoid (human), lawful evil

Armor Class 15 (leather armor)

Hit Points 77 (14d8 + 14)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	17 (+3)	17 (+3)	15 (+2)

Saving Throws Dex +6, Int +5, Cha +4

Skills Deception +6, Insight +5, Investigation +7, Perception +7, Persuasion +4, Sleight of Hand +6, Stealth +8

Senses passive Perception 17

Languages Asaath, Calastian, Dwarvish, Elvish, Ledean, Titan Speech, Veshian, Zathisk

Challenge 4 (1,100 XP)

Ambusher. Lianca has advantage on attack rolls against any creature she has surprised.

Cunning Action. On each of her turns, Lianca can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Lianca deals an extra 21 (6d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Lianca that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Special Equipment. Lianca wears *beads of altered voice*^{*}, and she owns a *heavy crossbow of accuracy*[†]. She normally carries at least one *potion of darkvision* and one *potion of nondetection*.

ACTIONS

Shortsword. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Dagger. *Melee or Ranged Weapon Attack.* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Heavy Crossbow of Accuracy. *Ranged Weapon Attack.* +7 to hit, range 400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage. Lianca normally carries 6 bolts.

REACTIONS

Uncanny Dodge. When an attacker that Lianca can see hits her with an attack, she can halve the attack's damage.

Combat

Lianca kills only when necessary, when she receives a contract for a specific target, or in self-defense if her mission has been compromised. In all cases, she strikes from hiding, using sneak attacks, poison, or some other fatal means. She does not take part in open combat if there is

any way she can avoid it; she knows her strengths lie in stealth and subterfuge.

If attacked, Lianca attempts to escape, but she is almost certain to return later — on her own terms — to dispatch any foes who might reveal her secrets. If possible, she prefers that her victims' bodies never be found, lest evidence of their killer be discovered.

Lilly Weedspawn

Lilly Weedspawn is a sloppily dressed, middle-aged halfling. She ties her long, unkempt hair into several oddly knotted buns, into which she sticks various needles, pins, twigs from poisonous shrubbery, and other odds and ends. Likewise, all manners of plants, flasks, jars, quills and the occasional spider protrude from the many pockets and satchels that adorn her usually dirty robes. Smears of ink stain the corners of her mouth, as do other substances from her experiments (she often taste-tests her lethal concoctions).

Lilly's father, Thorn Weedspawn, was an herbalist and naturalist whom the dark druids of Khirdet once held in high repute. Her mother disappeared when Lilly was a baby. Lilly's father raised her on a tiny fortified farm upon the shore of a small lake, just a day's ride from the Hornsaw Forest.

Thorn taught his daughter a great deal, but he was also very cruel. As Lilly grew older, she developed an unrelenting hatred for both her father and most other warm-blooded life. Though she was but a small, weak halfling teen, her knowledge of poisons and techniques for delivering them were already astounding. Even Thorn's rampant paranoia couldn't save him; he died screaming, his vengeful daughter standing over him, gazing down serenely as he writhed in agony.

Roleplaying Notes

Lilly lives alone on her father's farm with a few poisonous giant insects, reptiles, and fish for companionship. She stocks her garden maze with all manner of poisonous plants and many deadly, cold-blooded creatures. Sometimes she enjoys also the company of fellow halfling wanderers, be they ex-slaves, beggars, or other former prisoners – but they often live only as long as she does not grow bored of their company.

Nobles and courtiers sometimes visit Lilly. Most come from the Calastian Hegemony, and they pay her handsomely for her various subtle and ingenious poisons and delivery devices. Little do her customers realize the depths of Weedspawn's evil; she often purposely creates for them a poisoned trap that, if not used with perfect skill and timing, kills many more people than its intended target.

Lilly has written several excellent books on poisoning, including *Death in the Garden*, *Death in the Kitchen*, *Death in the Bedroom*, *Death in the Sitting Room*, *Death in the Library* (and several similarly titled works), *Poisoning Magic-Users*, *Venomous Creatures of the World*, *Goodbye Gifts*, and the very popular *Poison Politics*. She has admirers throughout Ghelspad and perhaps even beyond.



LILLY

Small humanoid (halfling), neutral

Armor Class 12

Hit Points 97 (15d6 + 45)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
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6 (-2)	14 (+2)	17 (+3)	17 (+3)	14 (+2)	9 (-1)
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Saving Throws Con +5, Int +4

Skills Deception +3, Nature +7, Sleight of Hand +6, Survival +6

Damage Resistances poison

Condition Immunities charmed, exhaustion

Senses passive Perception 12

Languages Calastian, Elvish, Ledean, Slitherin, Zathisk

Challenge 3 (700 XP)

Hardy. Lilly has advantage on saving throws against being frightened or poisoned.

Innate Spellcasting. Lilly's spellcasting ability is Intelligence (spell save DC 13). She can innately cast the following spells, requiring no material components.

At will: *detect poison and disease, resistance*

3/day each: *purify food and drink*

2/day each: *lesser restoration*

Lucky. When Lilly rolls a 1 on an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Nimble. Lilly can move through the space of any creature of Medium size or larger.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack.* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 21 (6d6) poison damage.

Poison Dart. *Ranged Spell Attack.* +5 to hit, range 60 ft., one target. *Hit:* 22 (3d12 + 3) poison damage.

Combat

If Lilly has time to prepare, she sets some sort of poisoned trap, or more likely a series of them. She has all manner of delivery mechanisms: syringes, poison-coated needles, toxic incense and candles, fabric that bursts into flames when the wearer's body temperature increases beyond a certain point, and so on. Weedspawn has recently been experimenting with infectious slimes and fungi.

During encounters with people she dislikes, Lilly may pretend to be friendly and offer them presents (e.g., a glass of fine ale to smooth over their differences). The results of accepting such gifts are too gruesome to relate. Lilly sometimes uses powerful paralyzing poisons to capture people, especially if she feels she is lacking living test subjects for her experiments.

Loren Rizen, the Belsameth Spider

In Chern's final hours, he inflicted a final ignominy upon Scarn: He cursed one of his attackers, a human priest of Madriel whom the titan decapitated even as he fled into the ocean toward Termana. This mighty curse caused the dead priest's severed head to regain the semblance of life and grow spider legs. The resulting creature attacked everything it faced, and those it bit shared its curse. It roamed the continent, spreading its terrible, gruesome form of undeath to all races, until eventually it drew the goddess Belsameth's attention; she found a purity of distortion in the creature and became its patroness. The sad creature and its many spawn are thus now known as "Belsameth spiders."

With most such abominations, the Witch Goddess is occasionally kind, but she sometimes closely follows the existence of remarkable Belsameth spiders. Loren Rizen, the first of its kind, is one of her favorites. Rizen's curse is completely irreversible, so the creature constitutes a serious threat. Belsameth uses him to deliver "eternal punishment." Since the end of the Divine War, the spider has been the dark goddess's tool of retribution against those who steal relics devoted to Belsameth or who slay creatures acting in the Queen of Lies' service.

The legend of Loren Rizen is known everywhere, from childhood yards to throne rooms. But what most do not realize is that the other gods fear that Rizen's ultimate loyalty may be to Chern, not the Mistress of Witches, who believes Rizen her faithful pet. The curse that created Rizen is an old thing borne of the titans, and Chern may still exert some influence over the spidery thing.

Roleplaying Notes

Rizen can think as well as any man, but the former priest's tortured soul makes prolonged thought difficult. It is nearly impossible for Rizen to maintain focus on any one task unless it is following a direct command from Belsameth herself (or a similarly powerful master). Hateful and cruel, the spider lives in a constant state of fear. It never sleeps, but sometimes remains in a dark, secluded spot for hours at a time, slowly bobbing and swaying as if hypnotized.

When Rizen kills, it often writes ancient words in the victim's blood, crudely scribbled with the tips of its thin legs. These words usually perplex observers and defy translation even using magic such as *comprehend languages*. Among the pathetic creature's more intelligible scrawls, it asks for forgiveness from the Archangel or, equally as often, expresses gratitude to its dark goddess Belsameth, and sometimes it even mourns the fallen titan that cursed it. Many mortal murderers have mimicked these strange scribbles and signs, perhaps hoping to excuse their crimes as the will of the gods or to demonstrate



LOREN

Tiny undead (titanspawn), chaotic evil

Armor Class 16 (natural armor)

Hit Points 104 (19d4 + 57)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	16 (+3)	11 (+0)	9 (-1)	13 (+1)

Saving Throws Dex +8, Con +7, Wis +3, Cha +5

Skills Acrobatics +8, Perception +6, Stealth +12

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities exhaustion, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages Ancient Ledeana, Celestial, Infernal, Ledeana

Challenge 9 (5,000 XP)

Furtive Action. On each of its turns, Loren can use a bonus action to take the Disengage or Hide action.

Keen Sight and Smell. Loren has advantage on Wisdom (Perception) checks that rely on sight or smell.

Legendary Resistance (3/Day). If Loren fails a saving throw, it can choose to succeed instead.

Spider Climb. Loren can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. Loren ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 22 (4d10) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

The target dies if this attack reduces its hit point maximum to 0. A giant or humanoid slain in this way rises after 1d4 hours as a rizzenspawn[†] in the space of its corpse or in the nearest unoccupied space.

LEGENDARY ACTIONS

Loren can take 3 legendary actions, choosing from the options below. It can use only one legendary action option at a time, and only at the end of another creature's turn. Loren regains spent legendary actions at the start of its turn.

Detect. Loren makes a Wisdom (Perception) check.

Scuttle Away. Loren moves up to its speed without provoking opportunity attacks.

Pounce from Above (2 Actions). Loren moves up to half its speed, which may incorporate leaping or dropping down from above, and makes a bite attack. It then moves again up to half its speed. Its movement during this legendary action does not provoke opportunity attacks.

allegiance to Belsameth or possibly to Chern. (Usually, such pretenders eventually suffer Rizen's vengeance.)

Combat

Rizen contemplates and calculates, in a mad sort of way. It thinks, evaluates, and can speak at a great length, but its commands and threats are harsh and muddled due to its damaged tongue. The Belsameth spider never stays in a locale long enough to have a permanent lair.

It does not forsake sunlight, but is known to move about and to strike mostly at night.

When it attacks, Rizen simply falls from the ceiling upon its intended victim or crawls from beneath a bed or from some other small opening or gap. It gnashes with teeth that can tear through bone. It prefers to attack when its victim is asleep or unconscious, alone, or otherwise vulnerable.

Lucian Daine, the Black Messiah

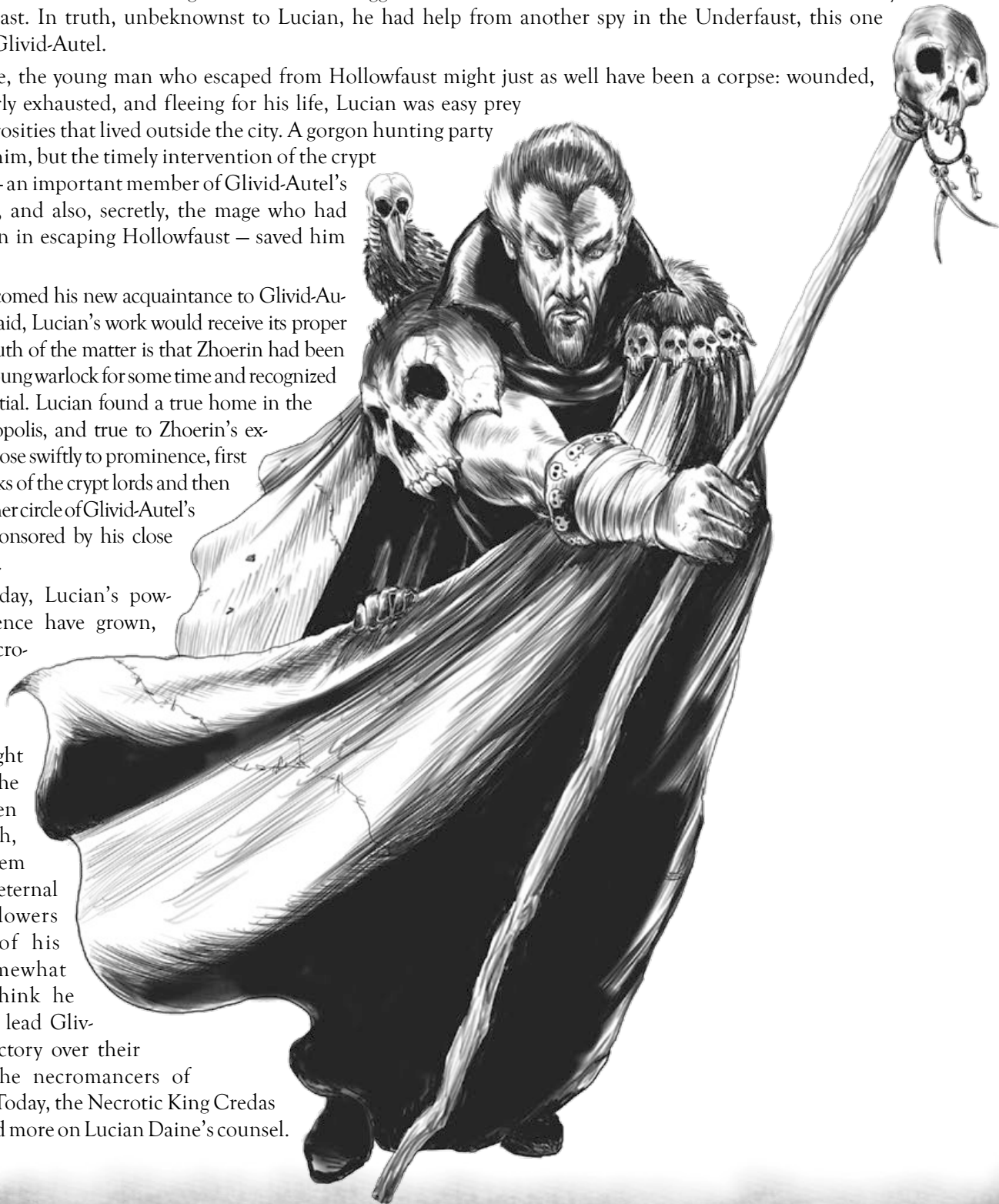
This man, whose name today is synonymous with evil, began his career as an adventurer visiting Hollowfaust in search of knowledge. While Lucian was already accomplished in the necromantic arts, the Guildmasters who interviewed the young spellcaster denied him admission to the Underfaust due to his “unstable and selfish nature.” The necromancers knew Lucian better than he knew himself.

Several weeks later, after assuming a disguise and infiltrating the Animator’s Guild, Lucian was discovered and barely escaped the city with his life. The notion of serving the arrogant masters in Hollowfaust as an undead slave was so horrifying to Lucian that he fought with unusual doggedness and determination and won free. So he has always believed, at least. In truth, unbeknownst to Lucian, he had help from another spy in the Underfaust, this one hailing from Glivid-Autel.

All the same, the young man who escaped from Hollowfaust might just as well have been a corpse: wounded, his spells nearly exhausted, and fleeing for his life, Lucian was easy prey for the monstrosities that lived outside the city. A gorgon hunting party almost killed him, but the timely intervention of the crypt lord Zhoerin – an important member of Glivid-Autel’s inner council, and also, secretly, the mage who had assisted Lucian in escaping Hollowfaust – saved him once again.

Zhoerin welcomed his new acquaintance to Glivid-Autel. There, he said, Lucian’s work would receive its proper respect. The truth of the matter is that Zhoerin had been watching the young warlock for some time and recognized his great potential. Lucian found a true home in the renegade necropolis, and true to Zhoerin’s expectations, he rose swiftly to prominence, first joining the ranks of the crypt lords and then entering the inner circle of Glivid-Autel’s ruling elite, sponsored by his close friend Zhoerin.

Since that day, Lucian’s power and influence have grown, and many necromancers have begun to see him as the man who might finally pierce the barrier between life and death, opening to them the secrets of eternal life. His followers (and many of his peers, if somewhat grudgingly) think he is destined to lead Glivid-Autel to victory over their hated foes, the necromancers of Hollowfaust. Today, the Necrotic King Credas relies more and more on Lucian Daine’s counsel.



LUCIAN

Medium humanoid (human), neutral evil

Armor Class 13 (ring of protection) (16 with mage armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	16 (+3)	20 (+5)	15 (+2)	14 (+2)

Saving Throws Str +1, Dex +3, Con +8, Int +10, Wis +7, Cha +3

Skills Arcana +13, History +9, Religion +13

Damage Resistances poison, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks (with *stoneskin*)

Senses darkvision 60 ft., passive Perception 12

Languages Calastian, Dunahn, Ledean, Leonid, Orcish, Ukrudan, Zathisk

Challenge 11 (7,200 XP)

Magic Resistance. Lucian has advantage on saving throws against spells and other magical effects.

Special Equipment. Lucian wears a *corpse-skin belt*[†] and wields a *wight dagger*^{*}. He also has a *ghost hand pattern*^{*} magic tattoo.

Spellcasting. Lucian is a 15th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Lucian has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *chill touch*, *filch*^{*}, *minor illusion*, *prestidigitation*

1st level (4/day): *animate undead minion*^{*}, *detect magic*, *fog cloud*, *mage armor*

2nd level (3/day): *alter self*, *gentle repose*, *invisibility*, *misty step*

3rd level (3/day): *adamantine undead*^{*}, *animate dead*, *counterspell*, *vampiric touch*

4th level (3/day): *phantasmal killer*, *stoneskin*

5th level (2/day): *aura of death*^{*}, *cloudkill*

6th level (1/day): *circle of death*, *create undead*

7th level (1/day): *finger of death*

8th level (1/day): *leech field*^{*}

ACTIONS

Wight Dagger. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. A creature damaged by this weapon must succeed on a DC 13 Constitution saving throw, or its hit point maximum is reduced by an equal amount. This hit point maximum reduction lasts until the creature finishes a long rest. A creature dies immediately if this effect reduces it to 0 hit points.

Charm Undead (2/Rest). Each undead that can see or hear Lucian within 30 feet of him must make a DC 17 Wisdom saving throw. If the creature fails its saving throw, it is charmed by Lucian for 1 minute. Even undead normally immune to being charmed can be affected by this ability, although such undead have advantage on their saving throw.

Now, with many calling him the “Black Messiah,” Lucian feels he has at last garnered the power and influence that he always craved, and his experiments grow more and more elaborate. He is currently developing a true ritual intended to slay the entire population of a town or village and transform them into undead servitors. Hollowfaust has learned of his schemes, but so far has done little to stop him.

Roleplaying Notes

Lucian is dedicated to his work, and he nurses a deep hatred toward Hollowfaust’s arrogant guild wizards. His ambition knows few limits, and like many of Glivid-Autel’s citizens, he has begun to believe that he truly is the Black Messiah. Each day, he summons wraiths and other insubstantial undead creatures, trying to unlock the secret of their existence and their connection to the mortal world. If he succeeds, he intends to raise an invincible army of

such creatures and sack Hollowfaust, converting its citizens and rulers into slaves, whether living or undead. He means to conquer the entirety of the Hornsaw Forest and its surrounding territories.

The necromancer has an undead raven familiar named Necazzar. He often whispers to the bird, which brings him secrets from all across Ghelspad.

Combat

Lucian avoids direct combat, instead relying on his many undead servants and guardians to defend him while he casts other spells and powers to support them, such as *adamantine undead* and *leech field*. He is also fond of using *vampiric touch* in conjunction with his *ghost hand pattern* tattoo.

If pressed into melee, Lucian augments his physical abilities with *false life*, *mage armor*, and *stoneskin*. He flees without hesitation if things look grim, abandoning everyone to save himself.

Luficint of Clan Marduk

Luficint was born into clan Marduk, a loose extended family of bat devil bandits that sometimes raid caravans and travelers along the cliffside roads between Hollowfaust and Lokil. At the age of 12, Luficint was captured during one such failed raid, taken to the city of Shelzar, and sold as a slave. He escaped in short order, though, and wound up on a sailing ship bound for Fangsfall. Thus began Luficint's travels to many of the great cities of the world.

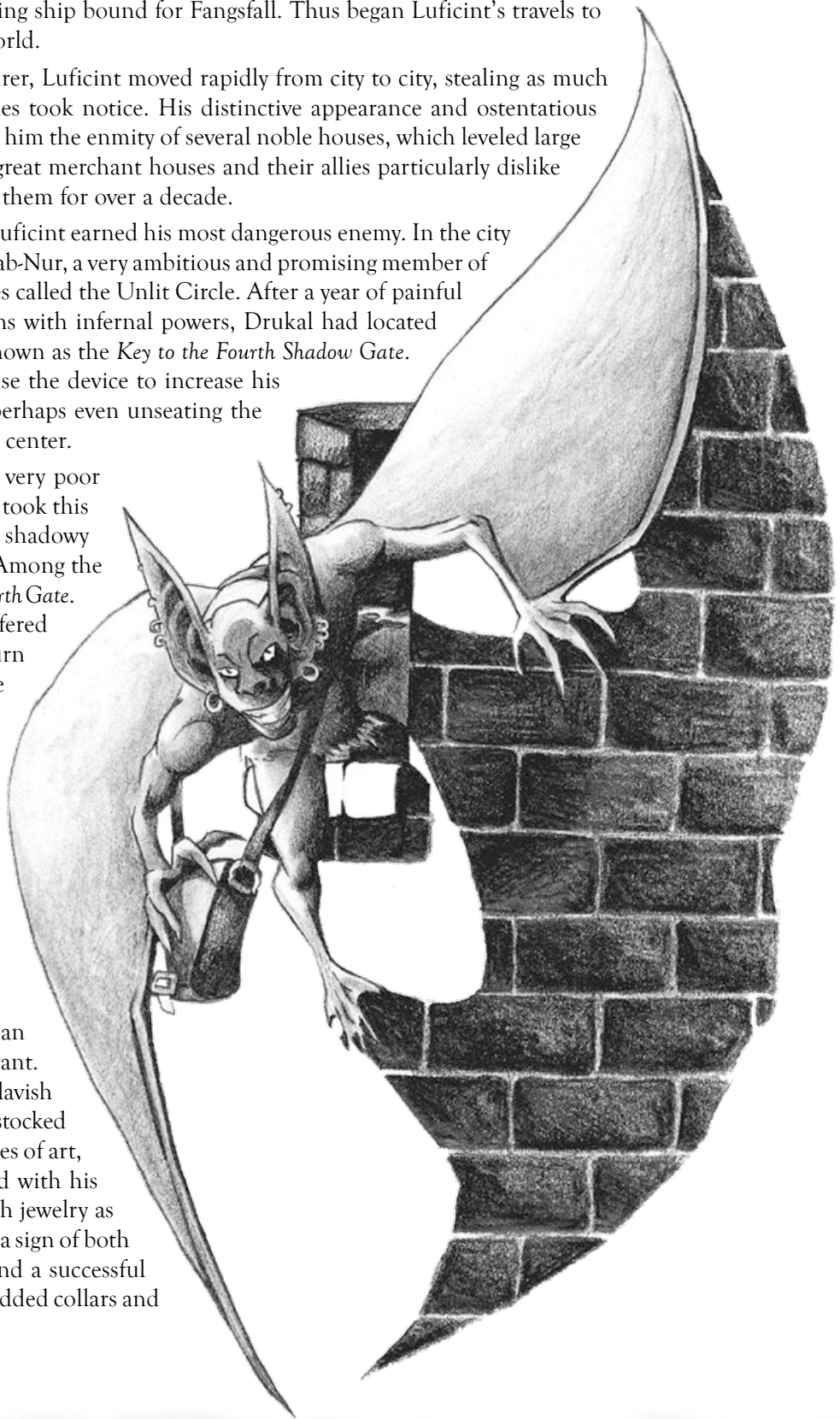
In his early days as an adventurer, Luficint moved rapidly from city to city, stealing as much as he could before the authorities took notice. His distinctive appearance and ostentatious displays of wealth quickly earned him the enmity of several noble houses, which leveled large bounties on his head. Shelzar's great merchant houses and their allies particularly dislike Luficint, as he has pilfered from them for over a decade.

But it was not in Shelzar that Luficint earned his most dangerous enemy. In the city of Meliad lived the mage Drukab-Nur, a very ambitious and promising member of the organization of shadow mages called the Unlit Circle. After a year of painful research and some costly bargains with infernal powers, Drukab had located and retrieved a minor artifact known as the *Key to the Fourth Shadow Gate*. The young wizard intended to use the device to increase his status within the Unlit Circle, perhaps even unseating the dark twins who sat at the circle's center.

However, Luficint, noting the very poor lighting around Drukab's manor, took this to be a favorable sign from his shadowy mistress, the goddess Drendari. Among the piterin's haul was the *Key to the Fourth Gate*. Drukab swore vengeance and offered a large reward for the *Key's* return and an equally large reward for the thief's head. Fortunately, Drukab doesn't know the identity of the artifact's thief; otherwise, the piterin's head might well be part of the décor in Drukab's study even now. Luficint returned to Shelzar afterward and has since kept a low profile since this last heist.

Roleplaying Notes

Luficint carries himself like an elegant, highly civilized bon vivant. Wherever he stays, he maintains a lavish lifestyle, in a luxurious apartment stocked with furs, silks, and precious pieces of art, some stolen and some purchased with his ill-gotten gains. He wears as much jewelry as he can manage, for he sees this as a sign of both his status as a civilized piterin and a successful thief. He especially likes jewel-studded collars and wears large ear- and nose-rings.



LUFICINT

Medium humanoid (batfolk), neutral

Armor Class 15

Hit Points 58 (9d8 + 18)

Speed 20 ft. (30 ft. with one or both hands free), fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	13 (+2)	14 (+2)	15 (+2)

Saving Throws Dex +7, Int +4

Skills Acrobatics +9, Perception +6, Sleight of Hand +9, Stealth +9

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages Dunahn, Piterin, Shelzari

Challenge 3 (700 XP)

Cunning Action. On each of his turns, Luficint can use a bonus action to take the Dash, Disengage, or Hide action.

Keen Hearing. Luficint has advantage on Wisdom (Perception) checks that rely on hearing.

Sneak Attack (1/Turn). Luficint deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Luficint that isn't incapacitated and Luficint doesn't have disadvantage on the attack roll.

Special Equipment. Luficint wears an *amulet of proof against detection and location*. He also possesses an artifact known as the *Key to the Fourth Shadow Gate*[†].

ACTIONS

Shortsword. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Dart. Ranged Weapon Attack. +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage. Luficint normally carries 6 darts.

REACTIONS

Uncanny Dodge. When an attacker that Luficint can see hits him with an attack, he can halve the attack's damage.

Luficint prefers to meet contacts and clients at an inn that is large, crowded, and well-stocked. He prefers negotiating deals while dining, frequently indulging in expensive wines and meat dishes with a bowl of spiced blood for dipping. Luficint's terms are usually fair, but if honoring them puts him at great personal risk or conflicts with an opportunity to amass vast riches, he may double-cross, betray, or even backstab his associates.

Luficint pays homage to several gods, but he considers Drendari his patroness.

Combat

Luficint prefers subterfuge to fighting. If discovered during a thief's errand, he most likely flies off. If his discoverer is threatening or insulting, though, he might make a flyby attack during his escape. If he is truly desperate, he might use the *Key to the Fourth Shadow Gate* to escape, though he is reluctant to risk attracting Drukal's attention in this way.

Lysear, Scion of Mormo

Lysear is one of the most ancient high gorgons alive, having fought at Mormo's side from the beginning of the Titanswar centuries ago. He was among her most favored servants because of both his spellcasting talent and his ferocity. After the Titanswar, forlorn for a time, he randomly destroyed small divine race settlements with bands of low gorgons to sate his bloodlust and avenge the Serpent Queen. It was during these raids that he learned about the hags and witches of the Dar al Annot.

Lysear made a pilgrimage to the Hornsaw Forest, looking for this coven of hags dedicated to Mormo's return. Upon discovering their serpenthold, Lysear decided to keep his true nature hidden and thus retain some of his own secrets. His disguise passed their inspection, so the Dar al Annot accepted him as a human worshipper of Mormo. Before long, Lysear's magical power, already strong, rivaled that of the coven's elder hag, the Blood Crone.

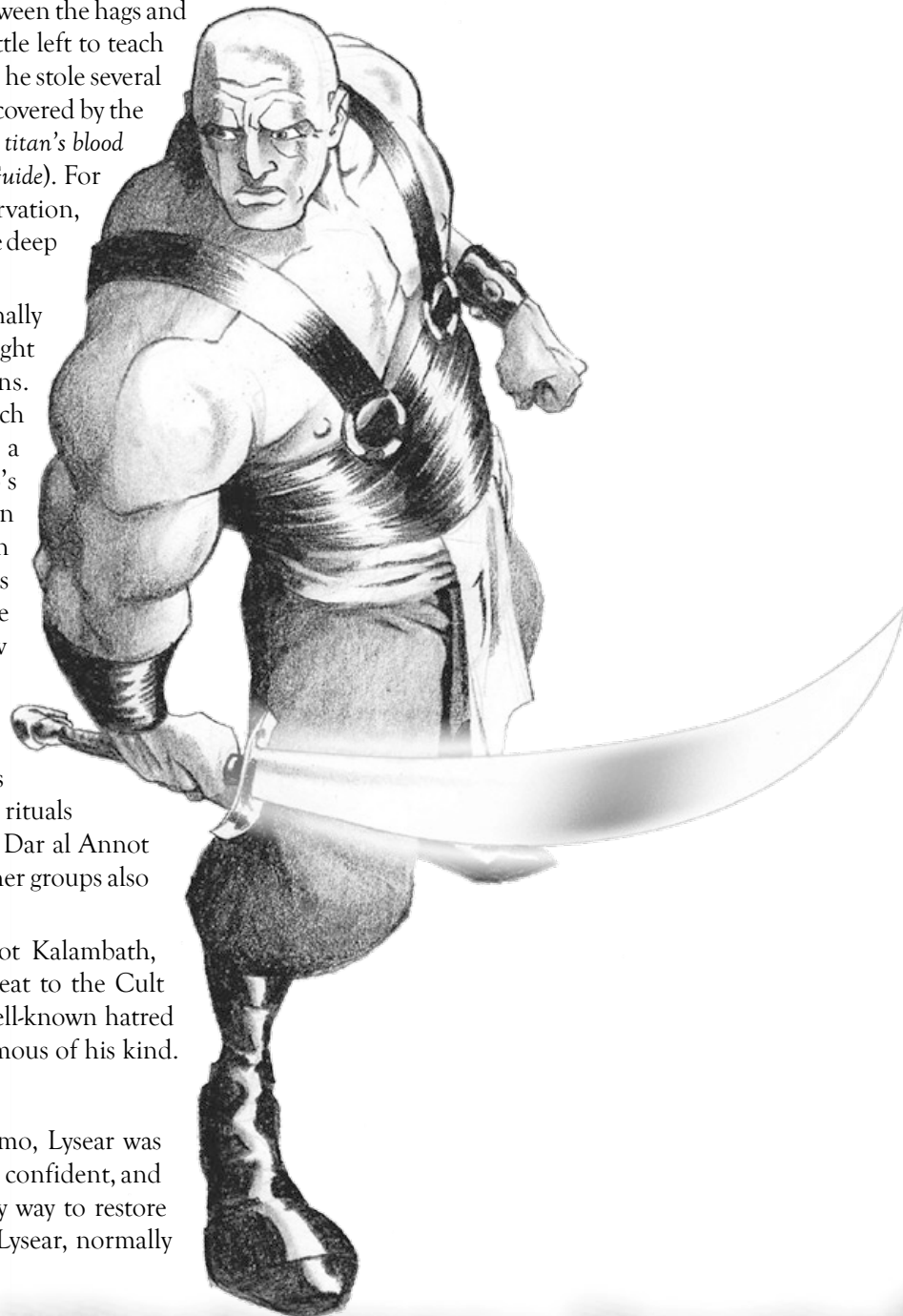
On several occasions during his stay, the hags dissected and studied other gorgons, both high and low, that they had captured. They were trying to understand Mormo's nature by studying her creations. Recognizing an antipathy between the hags and the gorgons, and realizing that the hags had little left to teach him, Lysear left Annot Kalambath. In doing so, he stole several precious Mormite sacraments that had been recovered by the hags and even a few bits of the Witch Queen's *titan's blood* (see sidebar, Chapter 7, *Scarred Lands Player's Guide*). For the next half-century, well hidden from all observation, Lysear studied the fallen titan's remains in a cave deep beneath the Hornsaw.

A decade ago, the high gorgon sorcerer finally formulated a true ritual that he believed might actually restore Mormo's sundered remains. Knowing that he would need help to cast such a powerful ritual, Lysear started building up a legion of followers, proclaiming himself Mormo's true prophet, unlike the hags who had once been human. Gorgons, other titanspawn, and even some renegade humans have flocked to Lysear's banner since. Calling themselves the Cult of the Serpent Ascendant, they scour the Hornsaw Forest looking for new pieces of the titan. The cult's progress has been costly, however; several rival factions also seek pieces of Mormo's flesh, and many spellcasters seek out the precious bits of *titan's blood* as a component for spells and rituals of their own. Lysear has already thwarted two Dar al Annot assassination attempts, and he suspects that other groups also want him dead.

Currently, aside from the witches of Annot Kalambath, Chardun's servants represent the greatest threat to the Cult of the Serpent Ascendant. The Slaver has a well-known hatred for gorgons, and Lysear is likely the most infamous of his kind.

Roleplaying Notes

More than any other living servant of Mormo, Lysear was crushed by her defeat. Where he once was calm, confident, and arrogant, he is now desperate, looking for any way to restore his great matron. This desperation has made Lysear, normally



LYSEAR

Medium aberration (titanspawn), lawful evil

Armor Class 17 (with mage armor)

Hit Points 180 (24d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	16 (+3)	16 (+3)	21 (+5)

Saving Throws Dex +10, Con +9, Wis +9, Cha +11

Skills Arcana +9, Deception +11, Perception +9

Damage Resistances damage from spells; cold, necrotic, psychic

Damage Immunities poison

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Calastian, Elvish, Goblin, Gorgon, Infernal, Ledeon, Primordial, Titan Speech, Veshian

Challenge 19 (22,000 XP)

Magic Resistance. Lysear has advantage on saving throws against spells and other magical effects.

Serpentine Ancestry. Magic can't put Lysear to sleep.

Spellcasting. Lysear is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 19, or +11 to hit with spell attacks). Lysear knows the following spells:

Cantrips (at will): *acid splash, chill touch, mage hand, minor illusion, prestidigitation, ray of frost*

1st level (4/day): *charm person, hellish rebuke, identify, magic missile*

2nd level (3/day): *alter self, detect thoughts*

3rd level (3/day): *dispel magic, fly*

4th level (3/day): *dismissal, mana spear**

5th level (3/day): *dominate person, scrying*

6th level (2/day): *disintegrate, mass suggestion*

7th level (2/day): *finger of death, teleport*

8th level (1/day): *feeblemind, power word stun*

9th level (1/day): *power word kill*

ACTIONS

Multiattack. Lysear makes three scimitar attacks and one Serpents attack.

Scimitar. Melee Weapon Attack. +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 14 (4d6) poison damage.

Serpents. Melee Weapon Attack. +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 28 (8d6) poison damage.

careful, meticulous, and ruthless, even more dangerous. He feels very little concern for his own or his followers' safety, going to nearly any length to obtain enough pieces of Mormo's form to begin his true ritual.

Combat

Lysear seldom leaves his hidden cave base, but since his lair is hidden by the most potent of magics, the odds of anyone finding him there are virtually nil. (Enterprising GMs who

wish to have player characters find Lysear's lair should come up with suitable legendary actions and lair actions for him, given his powerful and storied nature.)

When he encounters enemies on his rare travels, he invariably has allies nearby. Lysear attacks from a distance while his followers close in on their foes. In the unlikely event that he lacks allies, or if they are defeated, he tries to escape. If he cannot escape, he launches his most deadly array of magic in the hope of making a hole through which he can flee.

Mazat, Shadow of Shelzar

Few know of Mazat, chief of Shelzar's infamous Sa'an crime cartel, aware only that their leader is referred to as the "Shadow of Shelzar"; only his closest henchmen even know his real name. No one has connected him to a secretive sorcerer who threatened the region over 30 years ago, yet they are one and the same.

In those days, rebuffed by the wizards' colleges of Darakeene, Mazat, a young spellcaster with more confidence than sense, swore vengeance. He journeyed south into the Ukrudan Desert, where he impressed some ignorant tribesfolk with his magic and offered to lead them to glory. Mazat's first crusade against the library-city of Lokil ended in catastrophe. His second campaign, sweeping back into Darakeene to mete out vengeance for the magic colleges' humiliation, was utterly wiped out, leaving Mazat a penniless refugee. He again wandered south through the desert, crossed the Sweltering Plains and Festering Fields, and finally reached the wicked city of Shelzar.

In the City of Delights, a demoralized Mazat fell in with the Sa'an cartel and proved an asset to the criminals. As before, however, Mazat's ego got the better of him, and he began to plot the overthrow of Master Sa'an, the cartel's boss. Again, Mazat's schemes came to nothing as his weakness for the opposite sex betrayed him: a faithless courtesan told Sa'an of Mazat's plans. The following night, Sa'an's thugs ambushed Mazat, bound him, and dragged the young traitor before the crime lord. Sa'an was not known for his mercy. He bade his torturers skin the treacherous sorcerer alive.

In his agony, Mazat called upon any god who would listen. Enkili heard his agonized prayer. The Trickster reached out his hand, shattering Mazat's bonds and transforming the spellcaster into a fearsome, skinless monstrosity — a "skin devil," one of the spawn of Gormoth. Sa'an and his torturers stared in horror as the newly revitalized Mazat unleashed a torrent of spells, killing them all but Sa'an himself. As he stood, Mazat chanced to see his reflection in a nearby mirror and realized

what the Trickster had done to him. His fleshless body's pain began to tear at him. Instinctively, he collected strips of flesh from Sa'an and assumed the crime lord's form.

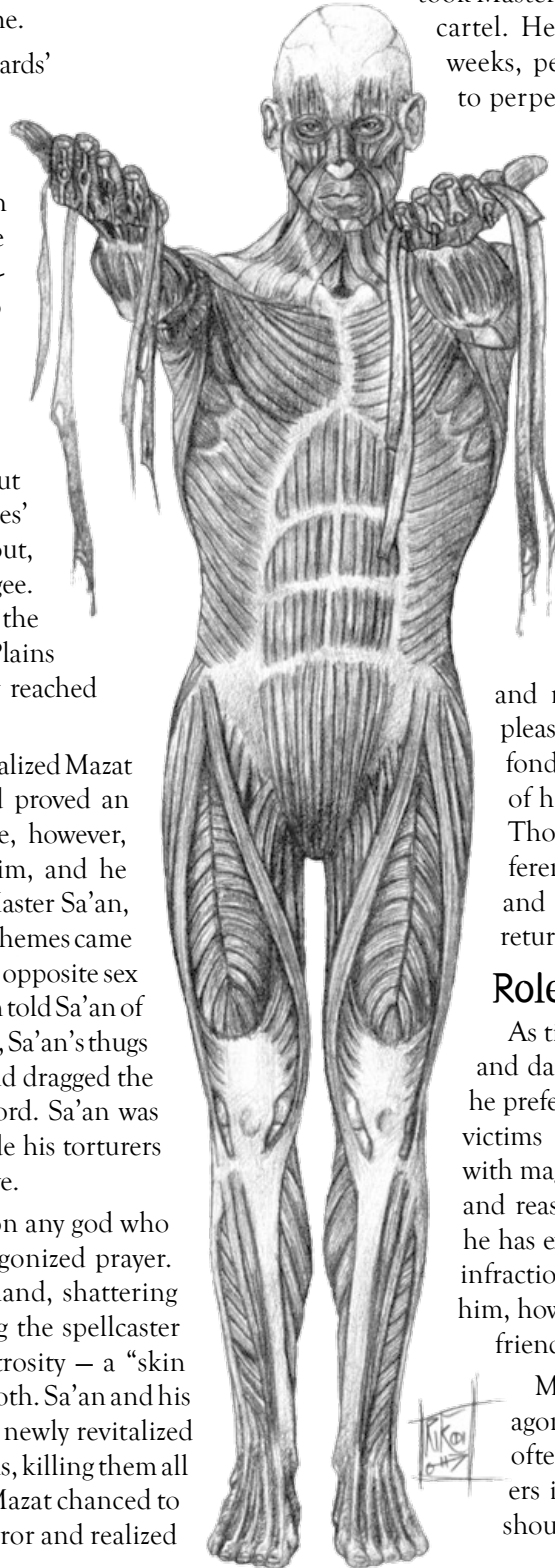
That transformation occurred almost 30 years ago. Mazat took Master Sa'an's identity and reorganized the cartel. He kept Sa'an imprisoned for several weeks, periodically renewing his stolen skin to perpetuate the illusion for the short time he required. Mazat's towering ego helped him here; for all his vanity, the sorcerer was an intelligent man, and his imperious manner kept Sa'an's minions in line. He soon controlled the old master's criminal organization. By the time Sa'an was dead, his flayed body totally stripped of usable skin, Mazat had enacted both the master's natural death and his "successor's appointment."

Today, Mazat lives in seclusion, taking on new identities as necessary. He has retained his loyalty to Enkili, but he is thoroughly chaotic and malicious (a situation that generally pleases the Trickster). Mazat retains his fondness for women, and a steady stream of harlots and courtesans visit his manse. Those who return often do so with a different description of the cartel's master, and occasionally, some of them do not return at all.

Roleplaying Notes

As time passes, Mazat grows more sadistic and dangerous. Still a terribly vain creature, he prefers the skins of particularly handsome victims and supplements his various guises with magic. He affects an air of sophistication and reason, but is prone to angry outbursts; he has executed subordinates for the slightest infractions. Several faithful followers protect him, however, and enjoy the advantages of his friendship.

Mazat rarely wants for fresh skins, so the agony of his exposed musculature does not often trouble him. He keeps many prisoners in his manse's depths and uses them should nothing else become available. His



MAZAT

Medium monstrosity, chaotic evil

Armor Class 13 (16 with *mage armor*)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	19 (+4)	18 (+4)	11 (+0)	19 (+4)

Saving Throws Con +6, Int +7, Cha +7

Skills Arcana +7, Deception +10, Insight +6, Perception +3, Stealth +6

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Calastian, Dunahn, Ledean, Shelzari, Ukrudan, Zathisk

Challenge 5 (1,800 XP)

Ambusher. Mazat has advantage on attack rolls against any creature he has surprised.

Special Equipment. Mazat wears a *ring of the chameleon*^T.

Spellcasting. Mazat is a 9th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, or +7 to hit with spell attacks). Mazat knows the following spells:

Cantrips (at will): *acid splash, dancing lights, message, minor illusion, true strike*

1st level (4/day): *charm person, mage armor, magic missile, shield*

2nd level (3/day): *alter self, blur, levitate*

3rd level (3/day): *dispel magic, slow, tongues*

4th level (3/day): *polymorph, wall of fire*

5th level (1/day): *dominate person*

Steal Skin. If Mazat deals 6 or more points of damage to a humanoid target with a single claw attack, he removes sufficient skin to grow a disguise identical to the target. He must use this skin sample within 24 hours. During its next long rest, Mazat grows a new disguise out of the bits of stolen skin. Upon completion, he has a nearly flawless disguise; Mazat has advantage on Deception checks made to impersonate the target whose skin he wears. The disguise lasts for 1 week before deteriorating to the point that it is unusable.

Surprise Attack. If Mazat surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 17 (5d6) damage from the attack.

ACTIONS

Multiattack. Mazat makes two claw attacks.

Claw. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

payroll includes several competent, unscrupulous wizards and rogues, whom he relies on to fetch new victims if he needs them. Mazat has been known to offer a haven to those on the run from the law – for a price. In some cases, that price might be high indeed.

Combat

Mazat had his fill of battle in years past, when he led his beggar armies against Lokil and Darakeene. Today, he lets his henchmen (most of them **thugs**) do the fighting for him, although he may supplement their abilities with spells or loaned magic items.

Meerlah Madilehna

Daughter of the renowned singer and famous inamorata Tanyere, Madilehna grew up in Mullis Town, where in her youth she is said to have had a whirlwind romance with then-prince, now king Donad Jaren. That teenage romance and her mother's wealthy connections and patrons introduced the young woman to court finery, jewels, and beautiful people, a lifestyle that Meerlah still enjoys and maintains to this day.

Unfortunately, she also learned that, beneath the veneer of civility, there was more backstabbing and conniving among the patri- cians than among common thieves. Fortunately, Tanyere taught Meerlah how to navigate the world of the wealthy and powerful; she learned to appreciate the rare gentlemen she met and to avoid (and sometimes fleece) the rest. In time, like her mother, she became singer, songwriter, performer, lover, and a bit of a wild card in Vesh and the courts of eastern Ghelspad.

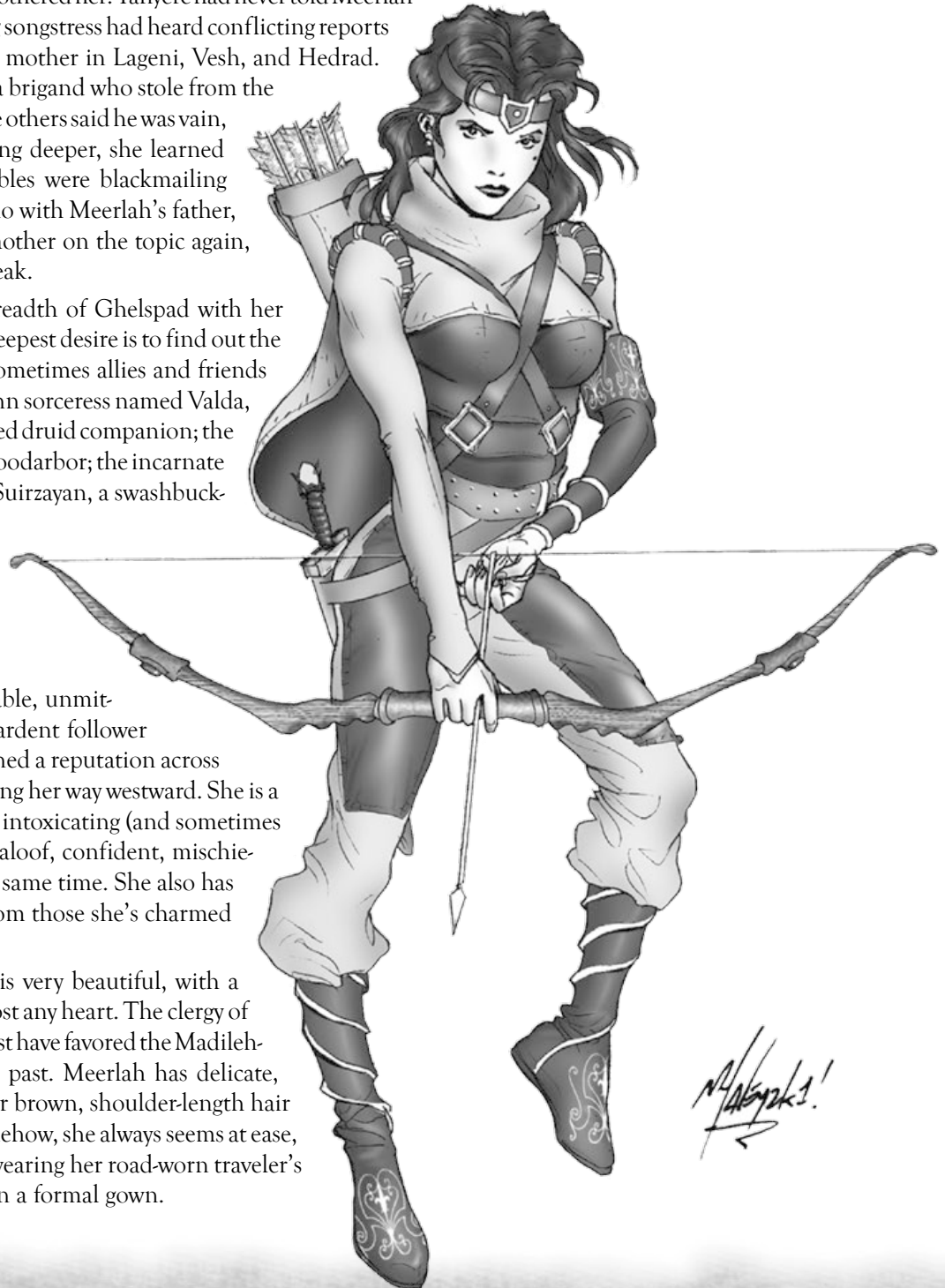
Even as she gained more contacts, notoriety, and influence in the northeast, though, one thing had always bothered her: Tanyere had never told Meerlah who her father was. The young songstress had heard conflicting reports from former associates of her mother in Lageni, Vesh, and Hedrad. Some claimed her father was a brigand who stole from the rich and gave to the poor, while others said he was vain, cruel, and selfish man. Digging deeper, she learned that several Mullis Town nobles were blackmailing Tanyere about something to do with Meerlah's father, so the bard confronted her mother on the topic again, yet still Tanyere refused to speak.

Today, as she travels the breadth of Ghelspad with her companions, Meerlah's one deepest desire is to find out the truth about her father. Her sometimes allies and friends include a strong-willed Helliann sorceress named Valda, along with Valda's very confused druid companion; the ranger and vigilant Katonis Woodarbor; the incarnate Andelais; and most recently, Suirzayan, a swashbuck- ling slitherin engineer they just recruited (and whose name the rest all find rather unpronounceable).

Roleplaying Notes

Meerlah has an unquenchable, unmit- igated zest for life. She is an ardent follower of Tanil the Bard who has earned a reputation across eastern Ghelspad and is working her way westward. She is a delight to be around and ever intoxicating (and sometimes also intoxicated). She can be aloof, confident, mischie- vious, and flirtatious all at the same time. She also has a habit of borrowing items from those she's charmed and never giving them back.

Like her mother, Meerlah is very beautiful, with a sultry voice that can melt almost any heart. The clergy of Idra say their demigoddess must have favored the Madileh- na line at some point in the past. Meerlah has delicate, smooth features and keeps her brown, shoulder-length hair swept back from her face. Somehow, she always seems at ease, whether she is girl in armor, wearing her road-worn traveler's clothes, or gracefully attired in a formal gown.



MEERLAH

Medium humanoid (human), chaotic good

Armor Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	15 (+2)	14 (+2)	19 (+4)

Saving Throws Dex +5, Cha +6

Skills Arcana +4, History +4, Persuasion +8, Performance +8, Stealth +5

Senses passive Perception 12

Languages Calastian, Elvish, Ledean, Veshian

Challenge 3 (700 XP)

Calming Song (4/Day). Meerlah can use a bonus action to sing, creating a soothing, beneficial effect for her allies. She can maintain her song by concentrating, as if she were concentrating on a spell, for up to 1 minute. While she maintains the song, she and any creatures she chooses

within 30 feet of her gain advantage on saving throws against being frightened or charmed.

Alternately, Meerlah's song can improve natural healing. When she uses this ability during a short rest, Meerlah and any friendly creatures who can hear her song regain an extra 3 (1d6) hit points at the end of the rest.

Spellcasting. Meerlah is an 8th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, or +6 to hit with spell attacks). She knows the following bard spells: Cantrips (at will): *instant wardrobe**, *message*, *minor illusion*

1st level (4/day): *awareness ward**, *charm person*, *cure wounds*, *detect magic*, *multiply missile**

2nd level (3/day): *detect thoughts*, *suggestion*

3rd level (3/day): *hypnotic pattern*, *tongues*

4th level (2/day): *confusion*, *scrying feedback**

ACTIONS

Multiattack. Meerlah makes two weapon attacks.

Shortsword. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

+1 Shortbow. Ranged Weapon Attack. +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. Meerlah normally carries 20 arrows.

Combat

Meerlah takes to combat as she does everything else in life: with zest and gusto. She prefers charm and social grace, but she is an intrepid adventurer at heart, and she understands that that sometimes means violence. When she

fights, she fights to win, swiftly and at all costs. She acts as a force multiplier for her companions, being a bard, so she is not usually confronted alone; she prefers to attack with her magic bow, which she calls "Fancy's Flight," and tries to keep enemies at a distance.

Menava of Hollowfaust

Menava grew up in the harsh lands of Chardunahae, where her devotion to Chardun's teachings and her studiousness earned her a place among the priesthood despite her not being a dwarf. As time wore on and she served her god faithfully, Menava nevertheless began to wonder about the world beyond Chardunahae's borders. In her 25th year, she left her homeland to explore the lands of Scarn. The diverse peoples and philosophies she discovered fascinated her, especially those of Hollowfaust, City of Necromancers. There she met the wizard Saphereal, who was every bit as gentle and benevolent as Menava was hard and cruel. The kindly mage intrigued Menava. Eventually the two became friends, and soon thereafter lovers.

Seeing the world through new eyes, Menava questioned her old ways in the priesthood as her relationship with Saphereal grew. Ultimately, she joined the Unfailing and accepted Saphereal as her charge. While she still worships Chardun, she has also come to learn more of the god Nemorga, Hollowfaust's patron deity, to the extent that now she also pays him homage (which would no doubt shock and disgust her fellow priests back in Chardunahae if they were to learn of it, although Chardun himself seems not to mind).

Roleplaying Notes

Despite her bond with Saphereal, who has helped Menava to become a warmer, more considerate person, nonetheless she remains fundamentally evil, like most clerics of Chardun. She has a mean streak and absolutely no tolerance for weakness. Still, she respects those who have the strength to rise above their circumstances, even if they are otherwise unremarkable. Her great love and devotion for Saphereal means she would fight like a demon to protect her charge, and, by extension, to protect Hollowfaust.

Combat

Although her reputation as a savage and relentless fighter is well known, Menava picks her battles carefully and uses her spells and abilities effectively. She is a canny opponent who keeps her opponents off balance. If she cannot close, she relies on ranged attacks against distant enemies, using the *bone quills* given to her by Saphereal.



MENAVA

Medium humanoid (human), neutral evil

Armor Class 16 (breastplate, shield)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	17 (+3)	12 (+1)	17 (+3)	14 (+2)

Saving Throws Str +4, Con +5, Wis +5

Skills Insight +4, Intimidation +4, Perception +5, Religion +3

Senses passive Perception 15

Languages Dunahn, Dwarvish, Ukrudan

Challenge 3 (700 XP)

Dark Necrosis (1/Turn). When she hits with a weapon attack, Menava can expend a spell slot to cause her attack to magically deal an additional 4 (1d8) necrotic damage to the target. If Menava expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st.

Special Equipment. Menava possesses a set of bone quills[†]. She may have one or more minor potions or scrolls as needed.

Spellcasting. Menava is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, or +5 to hit with spell attacks). She knows the following spells:

Cantrips (at will): *guidance*, *light*, *resistance*, *thaumaturgy*
1st level (4/day): *awareness ward*^{*}, *cure wounds*, *heroism*, *inflict wounds*

2nd level (3/day): *enhance ability*, *magic weapon*

3rd level (2/day): *dispel magic*, *spirit guardians*

ACTIONS

Multiattack. Menava makes two weapon attacks.

Flail. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Bone Quill. Ranged Weapon Attack. +2 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Harm's Way. Menava may place herself in harm's way to protect an ally. When a friendly, willing creature within 5 feet of her is attacked, Menava can switch places with that creature and become the target of the attack instead. She must be able to see the target and the attacker to use this ability.

Nerith Alia, Chancellor of the Phylacteric Vault

Chancellor Nerith Alia is a serious-looking woman in her late forties. She assumes a no-nonsense, disapproving expression wherever she goes. Her magical talent and knowledge are widely recognized, as is her skilled management of the Phylacteric Vault and its goals. She organizes the Vault with taut efficiency. Though some mock the chancellor's rigid and doctrinaire ways, none can dispute her genius; they cannot deny that, since Nerith has been appointed chancellor, the Vault operates better than ever.

Nerith first gained recognition in the Phylacteric Vault at the relatively young age of 29 when she created the first suit of *clothborn armor*. That single achievement, coupled with her intimate knowledge of the Vault and its procedures, propelled her from her position as a respected wizard and researcher to the Chancellor's post in just under 10 years, an ascent unprecedented in the Vault's history. Since then, she has created several powerful spells and items and has pioneered research into oneiromancy, chronomancy, and other areas. Cutting through layers of bureaucracy, she reviewed and redesigned the Vault's antiquated procedures, increasing the Vault's performance and efficacy.

Nerith possesses a great deal of knowledge on just about every subject, from Scarn's geography to specifics about the gods themselves. She is considered an expert in ancient history, languages (both ancient and modern), and the planes of existence. She has compiled the most exhaustive list of magical spells and items currently known to the mortal races. Because of her reputation, many mages send details of their creations to her for inclusion in her gold-plated *Book of the Arcane*, to which Nerith holds the only key.

Recently, however, some members of the Vault's inner circle have begun speculating that Nerith's life is not as ordered as it appears. The trouble, they say, began two years ago when she vanished without a trace for almost 12 weeks, amid a flurry of rumors and gossip. When she returned as mysteriously as she

vanished, the chancellor simply refused to acknowledge that anything had happened. However, she now has a bodyguard who accompanies her whenever she travels outside the Phylacteric Vault; a powerful warrior, he rarely speaks and always hides his face behind a heavy iron helm, remaining constantly at her side, armed with the finest and most powerful magical weapons and armor the Vault possesses.

Roleplaying Notes

Nerith Alia is a genius of the highest order. She can memorize entire volumes with ease and recall specifics from conversations she had years ago. Meticulous, with an almost pathological attention to detail, she believes in procedure and has systemized all aspects of her life. Her daily schedule is set in stone. Meeting with the chancellor requires considerable advance notice to secure a free slot in her schedule.

Nerith likes hot baths, the theatre, and ancient riddles and conundrums. She hates idle chit-chat and can be extremely abrasive to those she considers weak-minded or foolish. She is ill at ease during social interactions, especially when she is uncertain of her relative rank or status, such as among senior diplomats or noble ambassadors. Regardless of her idiosyncrasies, however, the mage is pleasant enough. She devotes much of her time to those students who show promise or a willingness to learn, but tires quickly of those who do not or cannot study, which explains why younger students sometimes call her the "Iron Maiden." Articulate and cerebral, Nerith rarely considers her words' emotional effects.

The chancellor also loves to write. She has penned several tomes on a wide variety of topics, such as *A Journey to the Astral Plane*, *The Inner Sight*, and *The Dream*, as well as several books on other subjects. She spends precisely four carefully allotted hours each week tinkering in a private laboratory on some mystical device or researching a new enchantment deep within the Phylacteric Vault's inner recesses.



NERITH

Medium humanoid (human), lawful neutral

Armor Class 16 (19 with mage armor)

Hit Points 76 (17d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	20 (+5)	17 (+3)	12 (+1)

Saving Throws Str +3, Dex +4, Con +3, Int +12, Wis +10, Cha +4

Skills Arcana +13, History +13, Nature +9

Damage Resistances damage from spells; bludgeoning, piercing, and slashing from nonmagical attacks (with *stoneskin*)

Senses darkvision 60 ft., see *invisibility* 10 ft., passive Perception 13

Languages Ancient Ledeian, Calastian, Darakeene, Dwarvish, Elvish, Elzan, Ledeian, Primordial, Shelzari, Ukrudan, Veshian, Zathisk; *tongues* (permanent)

Challenge 12 (8,400 XP)

Magic Resistance. Nerith has advantage on saving throws against spells and other magical effects.

Special Equipment. Nerith wears bracers of defense and a ring of protection. She also wields a staff of power. (All item bonuses are already included in her stats.)

Spellcasting. Nerith is a 17th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +11 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *enumerate**, *mage hand*, *message*, *prestidigitation*, *shocking grasp*

1st level (4/day): *alarm*, *charm person*, *detect magic*, *identify*, *shield*

2nd level (3/day): *arcane lock*, *banish shadow**, *detect thoughts*, *locate object*

3rd level (3/day): *clairvoyance*, *counterspell*, *sending*

4th level (3/day): *binding aura**, *dimension door*, *private sanctum*

5th level (2/day): *contact other plane*, *screaming*

6th level (1/day): *guards and wards*, *true seeing*

7th level (1/day): *etherealness*

8th level (1/day): *feblemind*

9th level (1/day): *foresight*

ACTIONS

Staff of Power. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if wielded in two hands, and Nerith can expend 1 charge from the staff to deal an extra 3 (1d6) force damage to the target.

Combat

A pacifist by nature and by doctrine, Nerith believes that all disagreements can be resolved peacefully if both sides are willing to talk. However, she grudgingly admits that there are times when force is necessary. Her usual slate of abjuration and divination spells does not leave much room for offensive magic, but she does know some powerful

destructive spells that she can prepare in times of need, and she can always rely on her *staff of power*. Generally, though, she prefers disabling spells such as *binding aura*, *feblemind*, or *hold monster* (cast from her staff).

When attacked, Nerith uses her most powerful spells to incapacitate her attackers or, if gravely threatened, to flee. She always seeks to interrogate enemies personally before imprisoning them.

Oberyn Amethyst, Virduk's Bane

The young elf known by the moniker "Virduk's Bane" was born in 55 AV, in northern Calastia, the year before the Convention of Vera-Tre. At that time, a young King Korlos, Virduk's father, was still consolidating his power in Ankila. She was the daughter of two Termanan refugees, members of a race of elves known as the "forsaken," who had seen the horrors of the Divine War and suffered a dreadful fate under the curse of Chern, titan of plagues. Oberyn was therefore considered a miracle to her people, born healthy save for a beneficial defect in her left eye.

While elves were not warmly welcomed in Calastia even during Korlos' reign, the king's tacit involvement in the Convention at least suggested that his armies would support the Ganjus elves when the Druid War threatened during the 80s. That aid never arose, however, and after Virduk murdered his father and took the throne in 90 AV, what little welcome the displaced elves had once been given dissipated over the next 20 years. Tragedy struck Oberyn's family in 111 AV, when

the tyrant's army butchered the few small forsaken elf villages that had resettled in Calastia. Oberyn's older brother, himself a veteran of the Divine War, died leading several soldiers away from Oberyn, giving her a chance to escape.

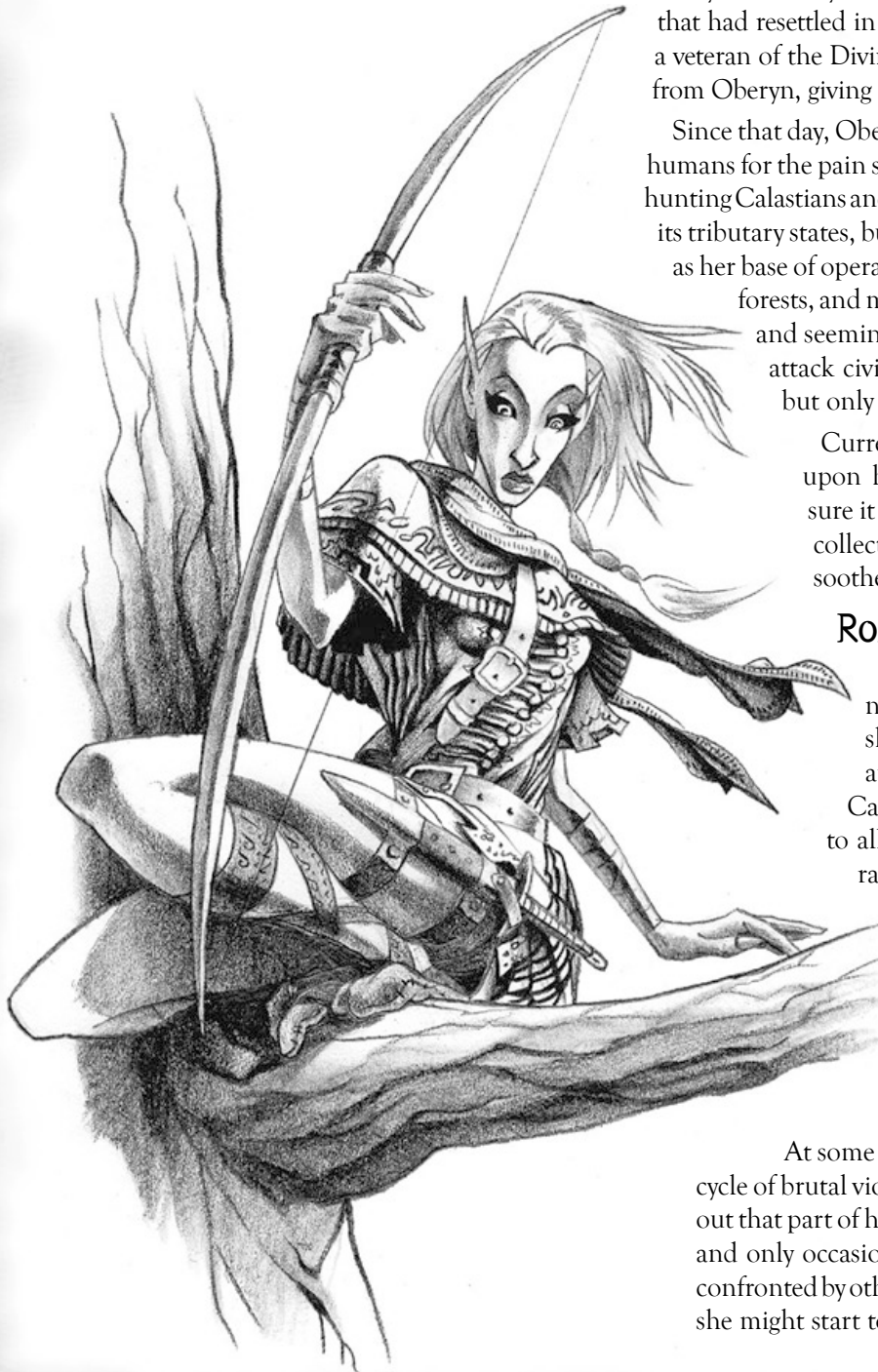
Since that day, Oberyn Amethyst has sworn vengeance on all humans for the pain she still feels in her heart. She has taken to hunting Calastians and operates both within Calastia proper and its tributary states, but tends to use the Heteronomy of Virduk as her base of operations. She haunts isolated highways, dark forests, and mountain passes. She strikes like a shadow, and seemingly only at Calastian forces. She does not attack civilian targets (or at least, she has not yet), but only military and mercenaries.

Currently, a bounty of 5,000 gold pieces lies upon her head, and Oberyn intends to make sure it costs the Calastians far more than that to collect it. She will have revenge, even if it won't soothe her aching heart.

Roleplaying Notes

Amethyst is merciless, but she is not needlessly cruel. Sadly, the only humans she has known in her relatively short life are the xenophobic, intolerant people of Calastia, and she extends her hatred of them to all humans. She blames the entire human race for her family's death. While she might slay every warrior in a caravan, and a few greedy merchants, she is not likely to touch innocent children. Then again, she never speaks to them either, so there's a not insignificant chance she may create others just like herself, young human orphans who blame elves.

At some level, Oberyn knows she's perpetuating a cycle of brutal violence, but she has done her best to stamp out that part of her conscience. She never talks to humans, and only occasionally with elves or other nonhumans. If confronted by other elves, who find her cold and disturbing, she might start to question her own goals and methods.



OBERYN

Medium humanoid (elf), chaotic neutral

Armor Class 15 (chain shirt)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Str +2, Dex +5

Skills Nature +5, Insight +4, Perception +6, Stealth +7, Survival +6

Senses darkvision 30 ft., passive Perception 16

Languages Calastian, Elduran (Termanan Elvish), Elvish, Goblin

Challenge 2 (450 XP)

Disease Resistance. Oberyne has advantage on saving throws against disease.

Fey Ancestry. Oberyne has advantage on saving throws against being charmed, and magic can't put her to sleep.

Keen Hearing and Sight. Oberyne has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Special Equipment. Oberyne usually carries 2d6 + 1 arrows, and she often has 1d3 potions of healing on her person or stashed away nearby.

Spellcasting. Oberyne is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, or +4 to hit with spell attacks). She knows the following ranger spells:

1st level (4/day): *alarm*, *multiply missile**, *longstrider*

2nd level (2/day): *pass without trace*

ACTIONS

Shortsword. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack.* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. In addition to any magic arrows she might have, Oberyne normally carries 12 normal arrows.

Combat

Oberyne is incredibly quick, and she attacks only at range. She uses *multiply missile* liberally and chooses her targets carefully, picking out humans (especially Calastians or those who seem like they belong to a military unit), ambushing them, killing however many she can, and then disappearing. If she can acquire loot to support her efforts, so much

the better. If forced to engage in close combat, Amethyst seeks to disengage and re-establish her ranged advantage as quickly as possible.

Oberyne does not engage in what would obviously be a losing battle, nor does she go out of her way to help other nonhumans, even other elves, if she's not certain she can escape or evade pursuit.

Orzu the Visionary

Orzu was born in the Heteronomy of Virduk, in the squalid halfling slums of Three Moons. Few halflings born in the Heteronomy ever leave; for the most part, they live dull, meager lives as menials and laborers, or they are forced into serfdom or killed in the petty criminal gangs' many turf wars. This area's poor soil grows only starchy tubers and pipeweed, and the river town's primary business is shipping; Three Moons is the northernmost stop for barges whose goods then travel westward by caravan to Hollowfaust and Lokil. Today, the town has become a breeding ground for criminals and violence, with shipments through the region plagued by both river pirates and caravan robbers.

As Orzu grew up, he chose crime as the best way to escape serfdom, joining the Blackfoot gang and fighting in several bloody gang wars. Even as a youth he showed leadership skills and a knack for strategy. He might have become a gang leader (likely to die young) had he not met Bleegul, a coal goblin sorcerer, during a tavern fight. Bleegul had an eye for talent and saw in Orzu the makings of a powerful sorcerer. The goblin offered to awaken the young halfling's powers. Suspicious, Orzu cautiously agreed, keeping one hand on his dagger as Bleegul invoked sorcerous powers. To Orzu's surprise, though, the goblin proved trustworthy, and within days Orzu had cast his first spell.

As Orzu's powers grew, he began to see visions of freedom for his people; he saw the evil of King Virduk and the Calastian occupation as matched millstones around his peoples' necks, dragging them into servitude and extinction. Not for Orzu was the capitulation and complicity of corrupt leaders like Virduk's puppet satrap, Tamvolie. The young sorcerer saw that Virduk's destruction could truly free the halflings from human oppression. With a renewed sense of purpose, he rose quickly to the Blackfoot gang's leadership, slowly transforming his thugs into freedom fighters and using his newfound powers against Calastian foes.

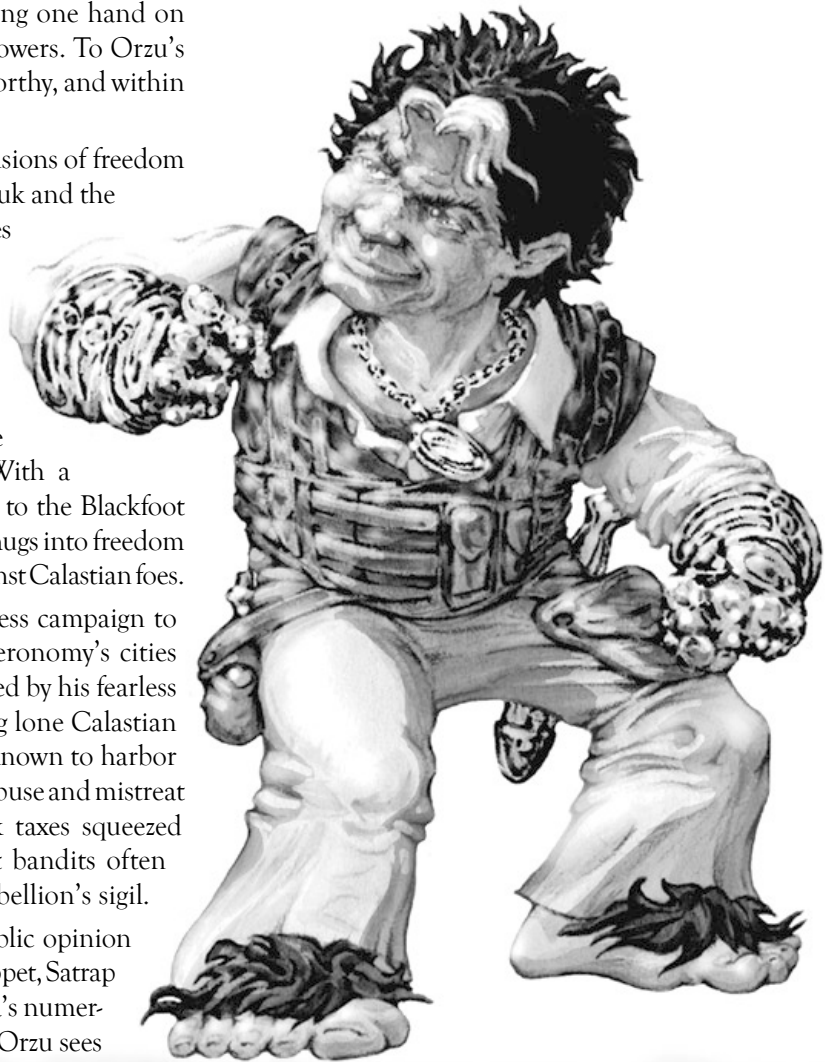
Since that time, Orzu has waged a tireless campaign to end the Black Dragon's rule. In the Heteronomy's cities and countryside, bands of halflings inspired by his fearless example have begun to fight back — killing lone Calastian mercenaries, raiding human settlements known to harbor cruel slave owners or those who otherwise abuse and mistreat their halfling workers, and stealing back taxes squeezed from the region's poor. Orzu's Blackfoot bandits often leave behind a single white feather: the rebellion's sigil.

Orzu has made great strides shifting public opinion against the tyrant king of Calastia and his puppet, Satrap Tamvolie. Of late, however, Queen Geleeda's numerous acts of charity toward halflings (which Orzu sees

as political maneuvers, superficial and hollow) have eclipsed Orzu's message. She has forgiven taxes, helped pay for new homes' construction, distributed food, and sponsored road building, and most recently, statues or plaques have been erected in her honor every few miles along the king's roads. In his heart, Orzu knows that Geleeda's benevolence is a sham. Worse, if she were to ascend to the throne, he knows she would oppress the region every bit as mercilessly as her husband has ever done. He is determined to stop Geleeda as well, though today many halfling families revere the queen and believe her hollow promises.

Roleplaying Notes

Orzu is stubborn, persistent, and daring, being utterly dedicated to his cause. Though a true believer in the ideals of freedom, truth, and mercy, when Orzu deals with the hated Calastians he rarely gives quarter or asks for it. He never lets his principles get in the way of efficient leadership, using flexible, varying tactics to keep the Calastian army forces that hunt him off balance. He hopes for an alliance



ORZU

Small humanoid (halfling), neutral good

Armor Class 15 (leather armor)

Hit Points 81 (13d6 + 39)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	16 (+3)	16 (+3)	14 (+2)	12 (+1)	19 (+4)
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Saving Throws Con +6, Cha +7

Skills Acrobatics +6, Deception +10, Perception +4, Sleight of Hand +6, Stealth +9

Senses passive Perception 14

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks (with *stoneskin*)

Languages Calastian, Ledean, Veshian, Zathisk

Challenge 9 (5,000 XP)

Brave. Orzu has advantage on saving throws against being frightened.

Cunning Action. Orzu can take the Dash, Disengage, or Hide action as a bonus action on each of his turns.

Lucky. When Orzu rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Nimble. Orzu can move through the space of any creature of Medium size or larger.

Sneak Attack (1/Turn). Orzu deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Orzu that isn't incapacitated and Orzu doesn't have disadvantage on the attack roll.

Special Equipment. Felby wears a pair of *battle gloves*[†], unique in that they are made from the tough, abrasive hide of a landshark. He also possesses a *prophet's vanity*[†], and he often has a handful of useful potions and scrolls with him as well.

Spellcasting. Orzu is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, or +7 to hit with spell attacks). He knows the following sorcerer spells:

Cantrips (at will): *acid splash*, *light*, *mage hand*, *message*, *minor illusion*, *prestidigitation*

1st level (4/day): *disguise self*, *magic missile*, *shield*

2nd level (3/day): *darkvision*, *detect thoughts*, *invisibility*

3rd level (3/day): *clairvoyance*, *fireball*, *fly*

4th level (3/day): *dimension door*, *stoneskin*

5th level (2/day): *cone of cold*, *scrying*

Stealthy. Orzu can attempt to hide even when he is obscured only by a creature that is at least one size larger than he is.

ACTIONS

Multiattack. Orzu makes two battle glove attacks.

Battle Glove. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Sling. *Ranged Weapon Attack.* +6 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. Orzu normally carries 10 sling bullets.

or aid from distant lands such as Vesh and Mithril, but deep down he knows well enough that those lands have their own problems and can spare little save moral support.

Combat

Orzu knows that his warriors cannot hope to defeat Calastia militarily; he instead relies on classic guerilla tactics, coupled with a political offensive to win the hearts and minds of his fellow halflings and thus foment further rebellion. He aids his forces by creating magic potions, so for example, his

rebels can infiltrate a region in a variety of disguises before battle, augmented by *potions of disguise self*. Night assaults aided by *potions of darkvision* are also the norm.

Missile weapons, ambush, and stealth are all favored tactics for the Blackfoot rebels, for Orzu prefers to bleed an enemy to death rather than risk outright military defeat. His warriors (most of them halfling **scouts**) often release a few volleys of arrows from hiding and then flee, sometimes returning later to pick off the wounded stragglers.

Othur the Bellied

The jovial proprietor of a rowdy Veshian tavern, Othur the Bellied is known for his prodigious love of strong drink, wild women, and recent gossip. He is a large middle-aged man, of Albadian stock, with a red beard that has begun to whiten. Othur is a lover of life and has a down-to-earth charm that has earned him friends and allies throughout Ghelspad. He had a long career as an adventurer and is reputedly a fierce, crafty fighter despite his portly appearance and kindly disposition. Yet Othur is no fool, and he privately believes that his sustained reverence for all the gods has kept his skin intact after so many years of exploring and fighting titanspawn.

As a young man, Othur traveled much of Albadia, his parents' homeland, eventually journeying as far south as New Venir. There he lived a simple life for a time, spending more than a decade enjoying drink and song before his wanderlust was rekindled. During this time, Othur met his longtime friend and boon companion, Eli Ebbs — a halfling mischief-maker whose small stature is often in comical juxtaposition to Othur's bulky frame. Nearly inseparable, the pair traveled together on many excursions, and often led a group of explorers calling themselves the Order of Fortune. Ultimately garnering the attention of the Vigils of Vesh, the duo are now rumored to be honorary members of the Vigils, despite often being found in the presence of less principled company.

Othur's tavern, The Randy Princess, serves as a watering hole for both locals and travelers alike. Sought out by scoundrels and explorers from across Vesh, the tavern has earned a reputation as a springboard for adventure. Othur himself is certainly part of the equation, for he is rumored to have powerful friends in multiple organizations including the Scaled, the Vigils, and the dwarves of Burok Torn.

Roleplaying Notes

Othur is quick to help those in need and is often quite generous to the patrons of his tavern. He enjoys playing the role of rogue, and he has been known to assist thieves in moving stolen property from time to time. Othur also fancies himself a purveyor of lore and secrets, ranging from ancient history to the latest local gossip. In truth, he is quite knowledgeable on a multitude of subjects pertaining to the lands of Ghelspad,



OTHUR

Medium humanoid (human), chaotic good

Armor Class 19 (half plate, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	16 (+3)	11 (+0)	14 (+2)

Saving Throws Str +5, Dex +4, Int +5

Skills Arcana +5, History +7, Insight +4, Religion +5

Senses passive Perception 10

Languages Albadian, Ancient Ledeon, Calastian, Dwarvish, Ledeon, Orcish, Shelzari, Slitherin, Veshian, Titan Speech

Challenge 4 (1,100 XP)

Martial Advantage. Once per turn, Othur can deal an extra 7 (2d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally of Othur that isn't incapacitated.

Pack Tactics. Othur has advantage on an attack roll against a creature if at least one of Othur's allies is within 5 feet of the creature and the ally isn't incapacitated.

Special Equipment. Othur always wears his *vigil medallion of the fly** hidden under his shirt.

ACTIONS

Multiattack. Othur makes three weapon attacks.

Adamantine Warhammer. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if wielded in two hands.

Dagger. *Melee or Ranged Weapon Attack.* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. Othur normally carries 12 bolts.

REACTIONS

Parry. Othur adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon or a shield.

especially Albadia and Vesh, although he is certainly more scoundrel than sage.

Othur is indeed a full-fledged member of the Vigils of Vesh, and while his occasional criminal activity seems duplicitous, he is fiercely loyal to Vesh and secretly reports his dealings back to the vigilants. Information is the life-blood of the vigils, and Othur receives a wealth of information through a web of trusted contacts he has maintained for decades.

If Othur witnesses a misdeed that involves preying on the innocent, he is sure to intervene. He has a strong sense of personal (but not institutional) justice.

Combat

Although he is not easily angered, he does not hesitate to fight if he must. Once his anger has risen, he does not calm easily, and he will likely carry his grudges to the grave. If pressed into combat, Othur fights ferociously and fearlessly, trusting that his surprising agility and sturdy armor will keep him safe. Wielding his adamantine warhammer, Othur uses a rather unorthodox combination of strength and finesse to defeat his foes.

P'kouro'nk the Anxious

Deep within the Ukrudan Desert lies the slitherin Warren of the Screaming Winds, an ancient place of twisting, constantly changing, sand-choked tunnels plagued by the wind's unending howl. Outsiders cannot pinpoint the warren's exact location; some scholars claim that it moves from place to place, either through magic or by the constant construction and destruction of its tunnels and chambers, like a vast amoeba slowly creeping about the desert.

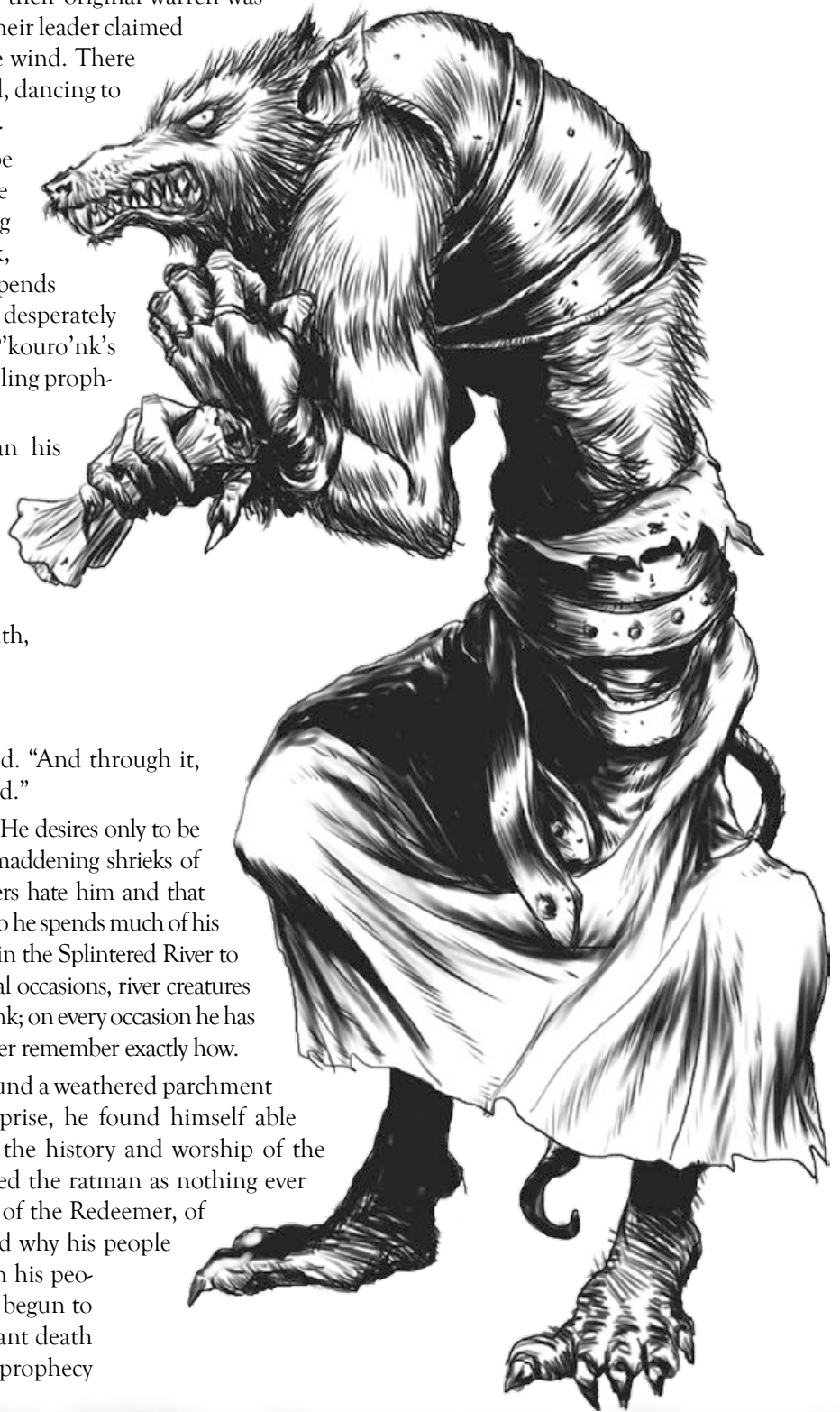
The Unredeemed slitherin of the Screaming Winds tribe make their home in this arid and inhospitable place. In years past, while fleeing into the desert after their original warren was destroyed, the founders stopped when their leader claimed to hear a titan's screaming voice in the wind. There they built their warren and all went mad, dancing to their mysterious matron's endless song.

P'kouro'nk believes that there must be a trickster among the titans. His large family is notorious among the Screaming Winds slitherin: one brother, G'k'chuck, ate three of his siblings. Another, Neek, spends his days shrieking at unseen phantoms, desperately trying to outshout the eternal winds. P'kouro'nk's elder brother, T'k'nk, spouts mad, babbling prophecies that sometimes come true.

But P'kouro'nk is less famous than his brethren. The warren considers him weak, an aberration, for he does not hear the mysterious titan's voice in the winds. When he listens, no matter how hard he tries, all he hears is wind. His tribe wanted to kill the heretic in his youth, when his flaw became known, but thankfully T'k'nk's prophecies prevented it. "P'kouro'nk's madness will become manifest," he said. "And through it, our mistress of the wind shall be exalted."

P'kouro'nk despises his own weakness. He desires only to be like his warren-mates: serenaded by the maddening shrieks of the titan's voice. He knows that the others hate him and that only his brother's prophecy protects him, so he spends much of his time away from the warren, often fishing in the Splintered River to supplement the warren's larder. On several occasions, river creatures or desert predators have attacked P'kouro'nk; on every occasion he has escaped, though when pressed he can never remember exactly how.

One day while fishing, P'kouro'nk found a weathered parchment with strange writing on it. To his surprise, he found himself able to read it. The parchment chronicled the history and worship of the goddess Madriel, and the words touched the ratman as nothing ever had. Since then, he has thought much of the Redeemer, of her goodness and mercy, and wondered why his people worship the titans. He has not forsaken his people's mysterious wind titan, but he has begun to question — which would earn him instant death should his tribe find out, his brother's prophecy notwithstanding.



P'KOURO'NK

Medium humanoid (slitherin), neutral good

Armor Class 13 (leather armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+3)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +4, Cha +3

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Dunahn, Slitherin, Ukrudan

Challenge 1/2 (100 XP)

Contortionist. P'kouro'nk has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.

Disease Resistance. P'kouro'nk has advantage on saving throws against disease.

Rodent Empathy. P'kouro'nk can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

Sneak Attack (1/Turn). P'kouro'nk deals an extra 3 (1d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of P'kouro'nk that isn't incapacitated and P'kouro'nk doesn't have disadvantage on the attack roll.

ACTIONS

Shortsword. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dart. *Ranged Weapon Attack.* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. P'kouro'nk normally carries 4 darts.

P'kouro'nk once left the warren on a long trek to seek a temple of Madriel and a priest who might answer his questions. But as he staggered into the blowing sands and howling wind, P'kouro'nk fell, and blackness swept over him. He awoke some time later, surrounded by the corpses of at least a dozen of his warren-mates. A cryptic message was scrawled in the sand nearby, in the same language as that of the strange parchment. Just as the wind and sand obliterated the words, P'kouro'nk read them, and his blood turned to ice. The words read, "Not yet."

P'kouro'nk made his way back to the warren and reported the event to no one. To this day, he broods on the Splintered River's shores, feeling dark clouds gather above him, unsure whether they spell doom or destiny.

Roleplaying Notes

P'kouro'nk, a moody slitherin, is nonetheless a bundle of nervous energy, constantly twitching, leaping, capering, and muttering to himself. Recently, the other slitherin have begun treating him with something less than hatred, something that borders on actual respect, but he is unsure why. Perhaps his brother has uttered another prophecy of which he is unaware.

Screaming Winds Slitherin

The voice of the forgotten Titan of the Wind touches every Screaming Winds slitherin, giving him or her a mania, dementia, derangement, or phobia that can be exploited by those who learn it.

Morose, P'kouro'nk has developed a somewhat overly positive image of humans and of Madriel's worshipers. He would greet such strangers with overwhelming (and somewhat disturbing) enthusiasm.

Combat

P'kouro'nk avoids combat, unless it is to help a friend or family member. He fights to defend his warren, but against those wearing symbols of Madriel the Redeemer, he intentionally misses attacks and otherwise avoids harming them. Thankfully, everyone in the warren is mad in their own way, so they would hardly notice. He might even attempt to rescue an injured enemy and hide her in the confusion following battle (so that no one knows it was he who did so).

Paunles Finn

In one profound way, the sorcerer known as Paunles Finn exemplifies everything that makes Shelzar great: excess. Paunles was born in the seediest of districts in the City of Sin, the unwanted child of a criminal father and a harlot mother. He never really had a chance to get out of his circumstances, having been neglected by his parents, so as a boy he learned to survive only through theft and violence. As a youth, he found he had a gnawing hunger that wouldn't abate, and he imagined everything he stole turned to food.

As he grew, though, repeated trouble with the law made it abundantly clear to Paunles that he lacked the skills required to be a professional thief or pickpocket. As he languished in one of his all-too-familiar terms in Shelzar's filthy prisons, he instead undertook learning the art of the con. He learned to trick and lie, becoming quite good at recognizing and deceiving a mark, yet still he suffered from that eternal hunger.

Then, two men approached him in the dark of night. They explained they'd been watching him and represented a secret cult who could explain his endless hunger. Paunles bore the mark of Gaurak. The cult taught him to tap into that hunger, awakening his latent sorcerous abilities, and in so doing discovered that Paunles's bloodline ran much, much deeper than simple sorcery. Not simply tainted by the titan's power, Finn actually had the blood of the Glutton flowing in his veins. (How this happened is a matter of religious debate that the squeamish dare not consider.)

Since then, Paunles has been serving Gaurak faithfully and has used his skills to amass wealth through procuring and shipping foodstuffs. As his powers grow, Finn has become convinced that he is being prepared to serve up some special destiny. He acts as an ordinary businessman, but from time to time terrible things happen to his clients. For instance, sometimes shipments go missing, and as a result, starving people turn to cannibalism. Others are given too much food, along with some of Finn's famous pastries, and left to become bloated gluttons who die of their many ailments soon thereafter.

Roleplaying Notes

Finn seems like a jolly man, with a ready smile, a firm handshake, a loud laugh, and a belly that shakes like a bowl full of jelly. He tells people that he wants commoners to eat like kings, and it's his mission to make sure that no one goes hungry again. He loves giving out free samples of his specialties, especially to children who have never tasted such succulent meats. Paunles especially loves serving unsuspecting guests some very suspect cuts.

In private, he's far from jolly, and he has an odd compulsion for organization, needing to make certain everything is in its right place. He beats his servants savagely, laughing the whole time, for their perceived shortcomings, and he constantly inspects his home for dirt and grime. His outward fatherly joviality turns to cruel wrath behind



PAUNLES

Medium humanoid (human), lawful evil

Armor Class 15 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	12 (+1)	9 (-1)	15 (+2)

Saving Throws Con +6, Cha +5

Skills Arcana +4, Deception +8, Perception +5

Senses passive Perception 15

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Damage Resistances poisoned

Languages Ledean, Shelzari, Titan Speech

Challenge 5 (1,800 XP)

Corpulent Bulk. Paunles counts as one size larger when determining his carrying capacity, the weight he can push,

drag, or lift, and whether or not a creature can grapple him. In addition, he has advantage on checks and saving throws to avoid being grappled, restrained, or knocked prone.

Glutton's Gift. Paunles is immune to disease. In addition, if he eats at least a pound of food during a short rest, Paunles regains the maximum amount of hit points from any Hit Dice he spends. During a long rest, each pound of food he eats allows him to regain 1 extra spent Hit Die.

Special Equipment. Paunles normally has several *hunger pastries*¹ on or about his person. He may have one or more useful potions or scrolls with him as well.

Spellcasting. Paunles is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, or +5 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *acid splash*, *mending*, *poison spray*, *minor illusion*, *prestidigitation*

1st level (4/day): *bane*, *charm person*, *disguise self*, *thunderwave*

2nd level (3/day): *mirror image*, *misty step*, *suggestion*

3rd level (2/day): *bestow curse*, *fear*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack.* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. Paunles normally has 2 daggers.

closed doors, where it can be turned toward anyone for the slightest imagined fault.

He also eats. He eats a great deal. And he's quite sloppy about it. He's always eating something and discarding shells, rinds, bones, and other bits and pieces all over. This uncontrollable behavior usually draws him into a fitful rage when he discovers the mess he has left behind him, but instead of recognizing his faults, he blames his staff for not cleaning up fast enough. Worse, he literally eats all sorts of things: fruits, cakes, meats... and even those people who happen to discover his true nature.

In truth, while Paunles understands in his wakeful mind why he is such a ravenously messy eater, he is subconsciously

quite bothered by it, masking his doubts with an obsession for cleanliness after his meals and an irrational anger at the "fools and louts" who can't keep his place tidy.

Combat

Finn is quintessentially craven. He relies on subterfuge and keeps at least two bodyguards (treat as **thugs**) around him at all times to ensure he may avoid combat. He sacrifices anything and everything to get away from enemies and uses spells more to cause pain than to assure victory. His first instinct is always to flee (and his powers make him very hard to restrain or pin down).

Qul Al Nur Ran (Queen Ran)

Queen Ran is an ancient and powerful evil from the deeps, a mighty kraken spellcaster. Before the Titanswar, she led an internecine war in the depths of the ocean against her brother, Tac Al Nur Wu; in those days, she was known as Qul Al Nur Ran. She lost this ancient war and retreated into the depths of time and memory, where she dreamt of revenge and consulted with demons from beyond. Then, the bound titan Kadum fell to the ocean floor, near where Ran slept, and the titan's bleeding body awoke the hibernating kraken. She feasted upon the fallen Mountainshaker's blood and grew strong, gaining vast powers.

As Kadum's essence poured out into the vast expanse, transforming the ocean into the now infamous Blood Sea, others were mutated as well, not all of them for the better. Tac Al Nur Wu went insane on the titan's blood, even as his sister grew strong. When Ran returned, it was with an army of mutants, sea hags, and those who had witnessed Nur Wu's decline and chose to switch sides. Thus did Qul Al Nur Ran become Queen Ran, commanding a vast and dreadful army under the Blood Sea. Her palace lies on the edge of Kadum's Abyss, where she can languish in the heartsblood of the fallen titan. Within a century, her domain has come to encompass the entire Blood Sea, and still Ran wants more.

Ran has a deep and lasting hatred of surface-dwellers, who have always hunted her creatures. In a terrible act of vengeance, she used a powerful true ritual, powered by the willing sacrifice of a great number of her blood kraken followers, to launch a meteorological assault on Ghelspad: a great storm that the mortals called the Blood Monsoon. During the great monsoon, she also sent waves of titanspawn to attack the coastal cities, especially Mithril and Hedrad. In the end, fortunately for the people of eastern Ghelspad, her army failed and Ran found herself vastly overextended: The Blood Monsoon had drained her arcane reserves to such an extent that she would not soon be able to use such foul rituals again.

Queen Ran then found herself threatened with treason. Several of her subordinates felt the queen must surely be weak enough to slay after the Blood Monsoon debacle. The resulting war lasted nearly 20 years. In the end, she at last defeated the rebels, but only thanks to assistance from a much darker entity than herself. Realizing that even in victory, Ran would know defeat, the clever kraken struck an alliance with the Master of the Blood Bayou, the Jack of Tears. The Momus lent some of his strength to Ran and, in exchange, she agreed to become a nominal part of his Krewes, while still maintaining her independence and rulership of the Blood Sea.

Outwardly, at least, the Jack and Queen Ran are quite friendly. Indeed, the partnership has proven mutually beneficial in nearly every regard. The Krewes now enjoys free passage over the Blood Sea, and Queen Ran receives tithes, offerings, soldiers, and protection from the Carnival of Shadows.

Roleplaying Notes

Queen Ran is powerful, both physically and magically. She hates everything that she cannot control, especially the surface world. She has learned much about the old titans and secretly nurses the desire to become such a being herself.



QUEEN RAN

Gargantuan monstrosity (titanspawn), chaotic evil

Armor Class 20 (natural armor, Scepter of Nara-noden)

Hit Points 610 (33d20 + 264)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	27 (+8)	24 (+7)	20 (+5)	23 (+6)

Saving Throws Str +18, Dex +8, Con +16, Int +15, Wis +13, Cha +14

Skills Arcana +15, History +15

Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, paralyzed

Senses truesight 120 ft., passive Perception 15

Languages Kraken; understands Ancient Ledeana, Asheraki, Infernal, Ledeana, Old Termanan, Piscean, Primordial, Termanan, Titan Speech, but can't speak; telepathy 1 mile

Challenge 25 (75,000 XP)

Amphibious. Ran can breathe air and water.

Freedom of Movement. Ran ignores difficult terrain, and magical effects can't reduce her speed or cause her to be restrained. She can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (Recharge 4-6). If Ran fails a saving throw, she can choose to succeed instead.

Siege Monster. Ran deals double damage to objects and structures.

Special Equipment. Queen Ran bears the scepter of Nara-noden[†] in one of her smaller tentacles. She may have one or more useful potions or scrolls with her as well.

Spellcasting. Ran is a 20th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). She knows the following spells:

Cantrips (at will): *acid spray*, *enumerate**, *mage hand*, *minor illusion*, *shocking grasp*, *true strike*

1st level (4/day): *color spray*, *detect magic*, *expeditious retreat*, *magic missile*, *shield*

2nd level (3/day): *blur*, *detect thoughts*, *invisibility*, *suggestion*

3rd level (3/day): *aqueous form**, *clairvoyance*, *dispel magic*, *haste*

4th level (3/day): *banishment*, *lightning shield**

5th level (3/day): *aura of death**, *contact other plane*

6th level (2/day): *circle of death*, *disintegrate*

7th level (2/day): *persistent lightning**, *teleport*

8th level (2/day): *feeblemind*, *power word stun*

9th level (2/day): *imprisonment*, *true polymorph*

ACTIONS

Multiattack. Ran makes three tentacle attacks, each of which she can replace with one use of Fling. She can also replace one tentacle attack with a strike from the Scepter of Nara-noden.

Bite. *Melee Weapon Attack.* +18 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by Ran, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside of Ran, and it takes 42 (12d6) acid damage at the start of each of Ran's turns. If Ran takes 60 damage or more on a single turn from a creature inside her, she must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of her. If Ran dies, a swallowed creature is no longer restrained by her and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack.* +18 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. Ran has ten tentacles, each of which can grapple one target.

Scepter of Nara-noden. *Melee Weapon Attack.* +21 to hit, reach 10 ft., one target. *Hit:* 20 (4d4 + 10) bludgeoning damage. If it strikes a humanoid, the target must succeed on a DC 17 Charisma saving throw or become magically diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. A creature that makes its Charisma saving throw is immune to this disease for the next 24 hours.

After 1 minute, a diseased creature's skin darkens and becomes slimy, and the creature begins a terrible transformation into a mutant sea creature (use **sahuagin** stats). At this point, the disease can be removed only by *heal* or another disease-curing spell of 6th level or higher. After 1d6 hours, the creature gains the Limited Amphibiousness trait, and after 1d3 days, it is completely transformed into a sahuagin, utterly loyal to the holder of the scepter. Once the creature has fully transformed, the process cannot be reversed save by a *wish* spell or similarly powerful magic.

Fling. One Large or smaller object held or creature grappled by Ran is thrown up to 60 feet in any direction she wishes and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Storm. Ran magically creates three bolts of lightning, each of which can strike a target she can see within 120 feet of her. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Ran can take 3 legendary actions, choosing from the options below. She can use only one legendary action option at a time, and only at the end of another creature's turn. Ran regains spent legendary actions at the start of her turn.

Tentacle Attack or Fling. Ran makes one tentacle attack or uses her Fling.

Lightning Storm (Costs 2 Actions). Ran uses Lightning Storm.

Bloody Cloud (Costs 3 Actions). While underwater, Ran expels a cloud of dark red ink in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than Ran. Each creature other than her that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A creature that is not a titanspawn and that

fails its saving throw is poisoned for 1 minute. While it is poisoned, the creature cannot heal properly. Each time the poisoned creature would regain hit points, it must make a DC 23 Constitution saving throw. On a failure, the creature gains no hit points; on a success, the number of hit points it regains is halved.

A strong current disperses the cloud, which otherwise disappears at the end of Ran's next turn.

Combat

Queen Ran prefers to let her armies of blood krakens, mutated sharks, sea hags, and pisceans fight for her. Her minions willingly sacrifice themselves to protect her. In the unlikely event that she is forced to engage directly in combat, Ran first uses spells to determine her opponents' weaknesses and to bring down or circumvent their magical defenses.

Ran prefers to enslave and mutate captive adventurers using the *scepter of Nara-noden*, twisting them to her foul purposes. She shows no mercy to traitors or to those who try to kill her, usually turning them over to her mutated eels and sharks for their pleasure and her amusement.

Queen Ran's Lair

Ran is encountered only in her vast undersea palace, where she rules with cold, merciless, alien cruelty. The vast structure is constructed of coral and basalt that seems to violate all normal laws of time, space, and geometry. Few surface dwellers who see the place live to tell of it, but whispered tales suggest that among the twisted corridors and bizarre chambers stand portals to many other dimensions, through which come increasingly strange and nightmarish creatures to serve or at least to treat with Queen Ran.

When encountered within her lair, Ran has a challenge rating of 26 (90,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), Ran takes a lair action to cause one of the following effects:

- A powerful blast of water swirls around Ran. Each creature within 60 feet of the kraken must make a DC 24 Strength saving throw or take 1d10 bludgeoning damage and be pushed up to $3d6 \times 5$ feet away from Ran. On a successful save, the creature takes no damage and is pushed only $1d6 \times 5$ feet.
- Ran conjures a concentrated blob of blood-saturated water in a 20-foot radius centered on a point that she can see within 120 feet of her. The area becomes heavily obscured and difficult terrain, and each creature there when the blob appears must succeed on a DC 22 Strength saving throw or be restrained

by the viscous liquid. Another creature can use an action to make a DC 20 Strength check, freeing the restrained creature on a success. The concentrated blood disperses and washes away when Ran uses this action again or is slain.

- Ran chooses one from the following list of damage types: acid, bludgeoning, cold, lightning, necrotic, or poison. Creatures in the water within 60 feet of Queen Ran have vulnerability to that damage type until initiative count 20 on the next round. Creatures with resistance instead lose that resistance, and those with immunity have their immunity reduced to resistance.

Regional Effects

The region surrounding Ran's lair is warped by her magic in the following ways:

- Queen Ran can alter the weather at will within a 10-mile radius around her lair. This effect is otherwise identical with the *control weather* spell.
- Aquatic creatures within 9 miles of the lair that have an Intelligence score of 2 or lower are charmed by Queen Ran and aggressive toward intruders.
- Creatures within 3 miles of Ran's lair automatically begin to bleed when they suffer piercing or slashing damage, taking additional damage at the start of each turn thereafter. The number of hit points the creature bleeds each round is equal to the number of dice of piercing or slashing damage it took. For example, if a creature takes $3d8 + 10$ piercing damage, it begins to bleed for 3 hit points of damage per round. Each instance of piercing or slashing damage causes a bleeding wound, but only the highest current amount of bleeding damage affecting the creature is applied each round. Each bleeding wound can be stopped with a DC 15 Wisdom (Medicine) check, while magical healing stops all current bleeding wounds.

If Queen Ran is slain, the bleeding and charm effects fade immediately. Weather effects currently in place fade over the next 2d12 hours.

Regias Juvnal (The Hunter of Vesh)

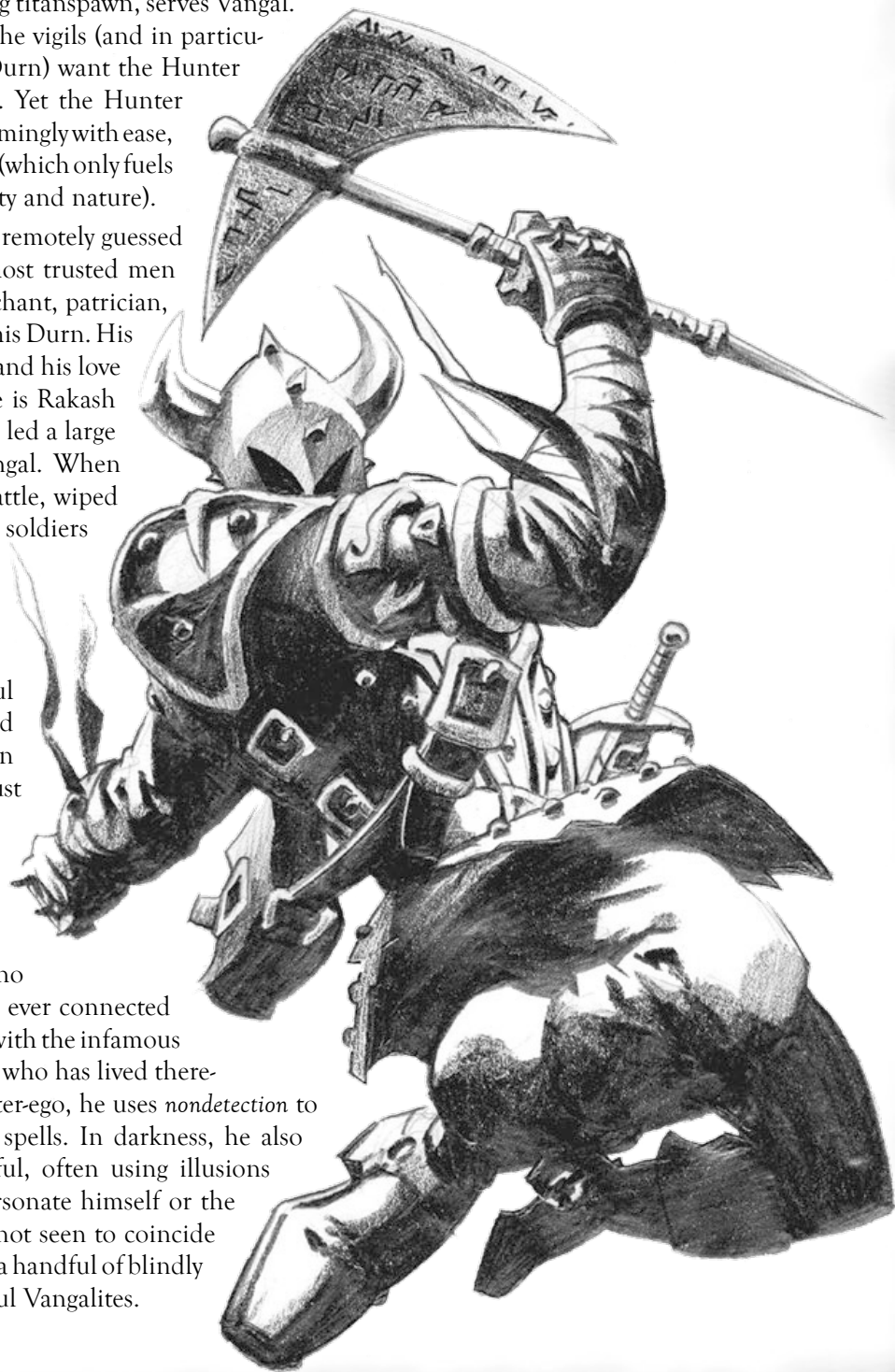
Few know the identity of the masked killer known as the Hunter of Vesh. Many rumors circulate about him and his origin, though, and authorities throughout the nation struggle to uncover the reasons behind his fanatical hatred of the vigilants. Some say that he is the son of a bandit lord whom the vigilants slew or captured. Others suggest that he is a titanspawn or titan worshiper who fights in the name of one of the fallen, such as Mormo or Hrinruuk. Rumor also has it that he has been collecting *vigil medallions* on behalf of the evil Archduke Traviak. Still others suggest that he is actually the Dark Motak Vigil's master, who supposedly perished after betraying his fellows but who now lives on (or is one of the undead), seeking vengeance.

However, to those few who have seen the signs, evidence suggests that the Hunter, rather than being titanspawn, serves Vangal. Whatever the Hunter's origins, the vigils (and in particular High Commander Kelemis Durn) want the Hunter captured and brought to justice. Yet the Hunter moves about eastern Ghelspad seemingly with ease, striking and vanishing like a ghost (which only fuels more speculation as to his identity and nature).

So far no one in Vesh has even remotely guessed that the Hunter is one of the most trusted men in the realm: Regias Juvnal, merchant, patrician, sophisticate, and advisor to Kelemis Durn. His motivation combines vengeance and his love of bloodshed. Juvnal's real name is Rakash Jekkar, and as a warlord, he once led a large faction of the Horsemen of Vangal. When Jekkar's men were defeated in battle, wiped out by a mixed force of Veshian soldiers and vigilants, he escaped and made his way to Vesh, determined to inflict as much harm there as he could. In the guise of "Regias Juvnal," he founded a successful mercantile house and presented himself as a high-born Darakeenan merchant, over time gaining the trust and confidence of the Veshians.

Roleplaying Notes

On the surface, Regias seems an intelligent, open-minded man who wants the best for Vesh and who makes friends easily. No one has ever connected the popular and generous Juvnal with the infamous Hunter of Vesh — at least no one who has lived thereafter. When he is active as his alter-ego, he uses *nondetection* to ward himself against divination spells. In darkness, he also casts *darkvision*. He is very careful, often using illusions or disguised henchmen to impersonate himself or the Hunter so that his absences are not seen to coincide with the Hunter's attacks. He has a handful of blindly loyal followers, all of them faithful Vangalites.



REGIAS (HUNTER OF VESH)

Medium humanoid (human), chaotic evil

Armor Class 16 (studded leather) (19 with shield)

Hit Points 127 (17d8 + 51)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Str +7, Dex +7, Int +6

Skills Acrobatics +7, Athletics +11, Perception +5, Stealth +11, Survival +5

Damage Resistances psychic

Senses passive Perception 15

Languages Dunahn, Ledean, Titan Speech, Vangalite, Veshian

Challenge 5 (1,800 XP)

Humanoid Slayer. Any weapon attack that Regias makes against a humanoid deals an extra 7 (2d6) damage on a hit.

Special Equipment. Regias wears a *circlet of the iron mind*[†]. In his guise as the Hunter of Vesh, he bears a *darkaxe*[†]. In addition, he also possesses three *vigil medallions*^{*}: *scorpion* (worn as Regias), and *acorn* and

mosquito (both worn as the Hunter). He is normally attuned to only one of the medallions at a time.

Spellcasting. Regias is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He knows the following spells:

1st level (4/day): *alarm*, *fog cloud*, *jump*, *longstrider*

2nd level (3/day): *darkvision*, *pass without trace*

3rd level (2/day): *nondetection*

ACTIONS

Multiattack. Regias makes two weapon attacks.

Darkaxe (Battleaxe). *Melee Weapon Attack.* +8 to hit (critical 19 or 20), reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if wielded in two hands. *Critical:* 18 (3d8 + 5) slashing damage, or 21 (3d10 + 5) slashing damage if wielded in two hands.

Whenever the axe successfully hits a creature, the target must make a DC 12 Wisdom saving throw or be frightened of the axe's wielder for 1 minute. While it is frightened, the target's speed is reduced by half. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the axe's fear effect for the next 24 hours.

Handaxe. *Melee or Ranged Weapon Attack.* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. *Critical (Melee):* 14 (3d6 + 4) slashing damage. Regias normally carries 2 handaxes.

Combat

Juvnal strikes swiftly and utterly without remorse or mercy if someone threatens to reveal his secret identity. In combat he is terrifying, attacking without hesitation, hacking at foes with his bloodstained axe. Subtlety is not the Hunter's preferred method, but he can exhibit diabolical patience,

setting ambushes or luring victims into blind alleys or box canyons. He likes to attack from above, dropping down on unsuspecting foes.

If he needs to flee, particularly to protect his identity, the Hunter is likely to use his *medallion of the acorn* to cast *fly* and thus escape by air, perhaps after covering the area with a *fog cloud*.

Sangus, the Blood Alchemist

Sangus (an assumed name, his birth name being unknown to any but him) might be one of Ghelspad's most misunderstood individuals. While he has been condemned as a traitor to the divine races, owing to his fascination with titanspawn, he considers himself an honest researcher whose experiments may someday benefit society. While a chief motivator behind his research is self-interest, Sangus nevertheless harbors a scientist's curiosity, despite the hatred, fear, and ignorance that have driven him from his own people's company.

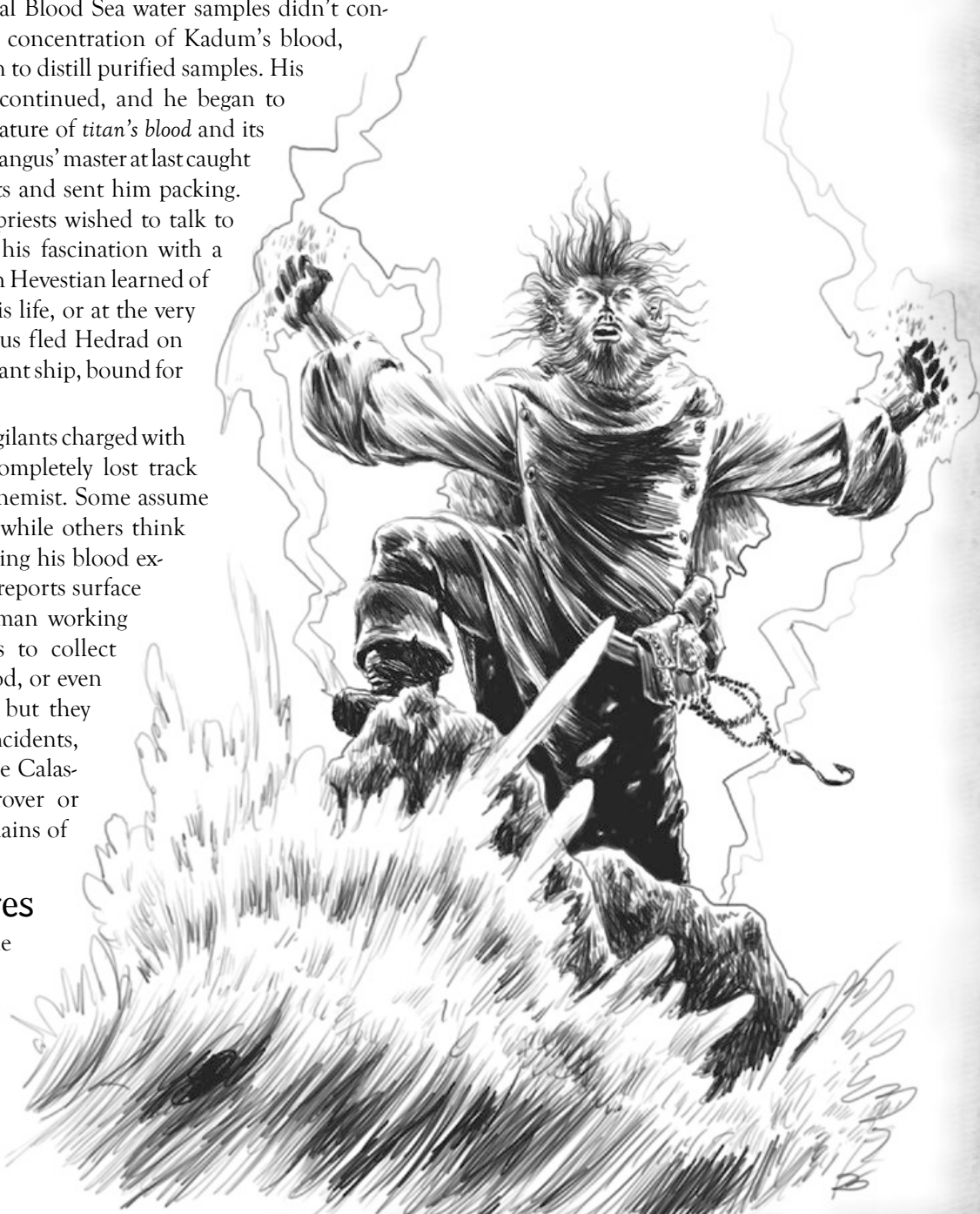
Born in one of Hedrad's poorest neighborhoods, Sangus sought an alchemy apprenticeship, hoping to improve his lot in life. However, Sangus quickly learned that his master's only interest in the youth was as a source of free labor. Sangus began performing his own experiments when his master was absent, absorbing information from the alchemist's books and formulae and using his workshop and equipment. During experiments with the Blood Sea's tainted water, he became fascinated with *titans' blood* and its effects.

Unfortunately, normal Blood Sea water samples didn't contain a sufficiently high concentration of Kadum's blood, so Sangus secretly began to distill purified samples. His tests and experiments continued, and he began to learn more about the nature of *titan's blood* and its effects. Unfortunately, Sangus' master at last caught wind of his experiments and sent him packing. Worse, the Hedradan priests wished to talk to the young man about his fascination with a titan, and even Patriarch Hevestian learned of his work. Fearing for his life, or at the very least his freedom, Sangus fled Hedrad on the first available merchant ship, bound for parts unknown.

Today, the Veshian vigilants charged with finding Sangus have completely lost track of the "blood-mad" alchemist. Some assume that he must be dead, while others think he is still alive, continuing his blood experiments. Occasional reports surface of a white-haired old man working with goblinoid groups to collect vials of titanspawn blood, or even bits of titanic residue, but they are generally isolated incidents, hardly as pressing as the Calastian invasion of Durrover or the incursions of the Plains of Lede's denizens.

Roleplaying Notes

Sangus is not evil. He has a genuine scientific fascination with the magical and supernatural qualities of *titans' blood*. Unfortunately, his obsession has driven him to the point where he will do



SANGUS

Medium humanoid (human, shapechanger), lawful neutral

Armor Class 13 (hide armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	18 (+4)	17 (+3)	16 (+3)	12 (+1)

Saving Throws Int +6, Wis +6

Skills Arcana +6, Nature +6, Perception +6, Survival +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks (with *stoneskin*)

Senses passive Perception 16

Languages Elvish, Ledean, Primordial, Titan Speech, Veshian

Challenge 7 (2,900 XP)

Shapechanger. Sangus can use his action to polymorph into a Small or Medium humanoid he has seen, or back into his true form. His statistics, other than size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. Sangus reverts to his true form if he dies.

Spellcasting. Sangus is an 8th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *mage hand*, *minor illusion*, *spare the dying*

1st level (4/day): *command*, *cure wounds*, *detect magic*, *hellish rebuke*, *sleep*

2nd level (3/day): *darkvision*, *enhance ability*, *invisibility*, *mirror image*

3rd level (3/day): *lightning bolt*, *nondetection*, *tongues*

4th level (2/day): *stoneskin*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack.* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

some questionable things to obtain more of it. He is neither a sociopath nor a monster, though, as the vigilants portray him; yet if adventurers hear tales about him, they are likely to be of the more scandalous and dark variety.

Those who encounter Sangus in person are likely surprised to find him an intelligent, urbane man whose curiosity about the titans and their remains knows virtually no bounds. He freely helps anyone who aids him in his quest for knowledge and fights only if forced. As he frequently maintains at least a mutually respectful relationship with nearby beings, he can easily act as an intermediary between adventurers and titanspawn.

Combat

Sangus hates to fight. He is a scholar and a researcher, despite his wild appearance and rustic lifestyle. Should he be forced into combat, however, things quickly get bloody – literally. He immediately uses *stoneskin* and calls for aid from any friendly creatures, whether of the divine races or titanspawn. One of Sangus' favored tactics is to use *invisibility* to escape and then inform nearby allies (whether titanspawn or otherwise) of an enemy presence in their lands.

Severin, Mercenary-for-Hire

The Redeemed slitherin are known for their engineering and creativity (and perhaps for their chaotic clutter). Severin is living proof that titanspawn ratfolk are every bit as ingenious as their Redeemed cousins. Born in a colony in the Haggard Hills, among those who worshipped Hrinruuk the Hunter, Severin was raised a hunter, a warrior, and a survivor. The slitherin refuses to tell the reason why, but one day, he must have angered his fellow hunters profoundly, for they tried to kill him.

Severin managed to trap his attackers, keeping any from going back to the colony and killing the entire camp one by one, leaving no evidence of his wrongdoing. Then he fled before others from the colony might find the bodies, slipping away southward into New Venir, and took to petty theft and robbery among the human settlements and convoys. This lasted until, after several months of his depredations, Calastian soldiers caught the ratman and realized, from the amount of goods he'd collected, that this slitherin obviously knew what he was doing. Instead of executing him, they hired him.

Severin was only too happy to find out that the humans would pay him, first as a guide, then a scout, and finally, once they saw his skill with a blade, as a mercenary. He quickly discovered that the best things in life aren't just free — you can get paid to do them! Eventually, the Calastian captains would send him out to locate bandit leaders and eliminate them quietly, thus scattering their bandit followers or leaving them as easy pickings for the army.

Now, Severin has become an accomplished mercenary, well known among the Calastian military, especially those units posted along the northern borders, along the Blood Steppes. He sells his services across New Venir and Lageni, despite the typical Calastian aversion to nonhumans, all the while internally praising Hrinruuk for his gifts. (If the stupid humans can't tell he's a titan worshiper, then that's just one more bit of wool he's pulled over their eyes.)

Roleplaying Notes

Severin is a survivor, plain and simple. While he thinks most humans are stupid, he also understands that they're dangerous, especially in large groups. He avoids any sign of titan worship around them, unless he can pass it off as reverence for Belsameth or Chardun.



SEVERIN

Medium humanoid (slitherin, titanspawn), neutral evil

Armor Class 16 (leather armor) (17 while dual wielding)

Hit Points 49 (9d8 + 9)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	16 (+3)	14 (+2)	10 (+0)

Saving Throws Dex +5, Con +3, Int +5

Skills Athletics +3, Deception +4, Perception +6, Stealth +7, Survival +4

Senses darkvision 60 ft., passive Perception 16

Languages Calastian, Ledean, Slitherin, Titan Speech, Veshian

Challenge 3 (700 XP)

Contortionist. Severin has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.

Disease Resistance. Severin has advantage on saving throws against disease.

Rodent Empathy. Severin can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

Sneak Attack (1/Turn). Severin deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Severin that isn't incapacitated and Severin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Severin makes two weapon attacks: one with *Venomlash* and one with *Bloodfang*.

Venomlash. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) slashing damage in whipsword mode, plus 2 (1d4) necrotic damage.

Severin can use an action to cause thick, black poison to coat *Venomlash*. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. *Venomlash* can't be used this way again until the next dawn.

Bloodfang. *Melee or Ranged Weapon Attack.* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage. *Critical:* 7 (3d4) piercing damage.

Shortbow. *Ranged Weapon Attack.* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. Severin normally carries 12 arrows.

REACTIONS

Parry. Severin adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Around Redeemed slitherin, Severin is even more cautious and less likely to show his true affiliations, for the ratfolk know their own and can usually smell a rat. Severin finds it better idea to just avoid other ratfolk if he can.

When it comes to his mercenary work, Severin can be trusted to stick to the letter of his deals, although he has been known to reinterpret the fine print after the fact, meaning he may not always stick to the spirit of the arrangement.

Combat

While he is a skilled fighter against a single enemy, Severin knows his limits. He prefers to strike at lone targets, preferably from surprise. If he must engage a group, he tries to strike down a single target before disengaging and fleeing as swiftly as possible. He harasses and harries; he is not one to stand against multiple foes. If he gets surrounded, he seeks to disengage, escaping as quickly as possible.

Shanti, Knight of Uria

Nearly 250 years old and a veteran of the Divine War, Sir Shanti Rathiel now enjoys a rather peaceful life as one of the diplomats Uria extends to those who make landfall on the island. Specifically, he is one of the aerial knights authorized by royal decree to patrol the shoreline looking for shipwrecks and other vessels landing outside of approved ports. He is always eager to help those in need and, unlike some of his more aloof kindred, he is very sociable.

After he sees to the needs of any injured or ill among shipwrecks and those blown ashore on Uria, Shanti offers — on behalf of the crown — to have his people ferry such groups back to Darakeene, or to the nearer island neighbor of Karria. He does not often leave the island, but when he does, it is almost always as a diplomatic envoy to help solidify trade relations with a fellow nation. His mount, Dove, has a reputation all her own as a ferocious creature that once came to the aid of the Earth Mother herself during the Divine War (for which she was blessed with a very long lifespan even for one of her kind).

Recently, King Arwin of Uria has asked Shanti what he should do about a group of ironbred that some of the royal harrier riders attacked and killed, all due to an unfortunate misunderstanding. That incident was three years ago, and Arwin has had a rough time re-establishing relations with the Iron Court. Shanti is certain that the king will soon ask him to go to the ironbred court (which he will happily do, if asked). This may be a hard task for him, for although he knows the Redeemed are no longer titan worshipers, he lost many friends fighting titanspawn during the Divine War, and old prejudices die hard.

Roleplaying Notes

Shanti is a kind, quiet elf who likes to listen more than talk. Often, he can listen longer than humans can stay awake. He is very empathetic and perceptive, and he likes to gather others' opinions in a discussion before contributing. He is patient and likes to understand something fully. He does not like to talk about himself, and he almost never speaks of his past.

People sometimes ask Shanti to confirm stories that he fought wrack dragons during the Divine War, or that he has seen the other side of the Blood Sea where the waters grow clear and cool again and the world becomes a supposed paradise (or a blasted wasteland, depending on who you ask). Shanti quietly dismisses these rumors and stories. The only thing he ever seems to speak on with much vigor is geography. He's had a chance to study it from high above, and it remains a passion of his.



SHANTI

Medium humanoid (elf), chaotic good

Armor Class 17 (half plate)

Hit Points 54 (12d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
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13 (+1)	17 (+3)	11 (+0)	16 (+3)	16 (+3)	15 (+2)
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Saving Throws Str +3, Con +2, Wis +5

Skills Animal Handling +7, Athletics +3, Perception +5, Persuasion +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Ahnae, Albadian, Darakeene, Dunahn, Dwarvish, Elvish, Elzan, Ledean

Challenge 3 (700 XP)

Fey Ancestry. Shanti has advantage on saving throws against being charmed, and magic can't put him to sleep.

Natural Stealth. Shanti can attempt to hide even when he is only lightly obscured by undergrowth, leaves, rain, mist, and other natural effects that obscure vision.

Leadership (Recharges after a Short or Long Rest).

For 1 minute, Shanti can utter a special command or warning whenever a nonhostile creature he can see within 30 feet of him makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Shanti. A creature can benefit from only one Leadership die at a time. This effect ends if Shanti is incapacitated.

ACTIONS

Multiattack. Shanti makes three weapon attacks.

Rapier. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Dart. Ranged Weapon Attack. +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. Shanti normally carries 3 darts.

Shortbow. Ranged Weapon Attack. +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. Shanti normally carries 12 arrows.

REACTIONS

Parry. Shanti adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Combat

Shanti has seen too much of war and avoids fighting whenever possible. Those who believe this is out of weakness are usually mistaken, for Shanti (especially when riding Dove) remains a formidable foe, and as capable a warrior as one might expect of a knight who survived the Divine War. He prefers to use Dove to avoid enemies, harrying them with

ranged attacks if he must fight, until they either elect to leave or he is somehow grounded and forced to engage in hand-to-hand combat.

Once he engages a foe, Shanti is a straightforward warrior, but one who fights with grace, honor, and dignity nonetheless.

Treat Dove as a **giant eagle** with 40 hit points.

Simsel, Baron of River Falls

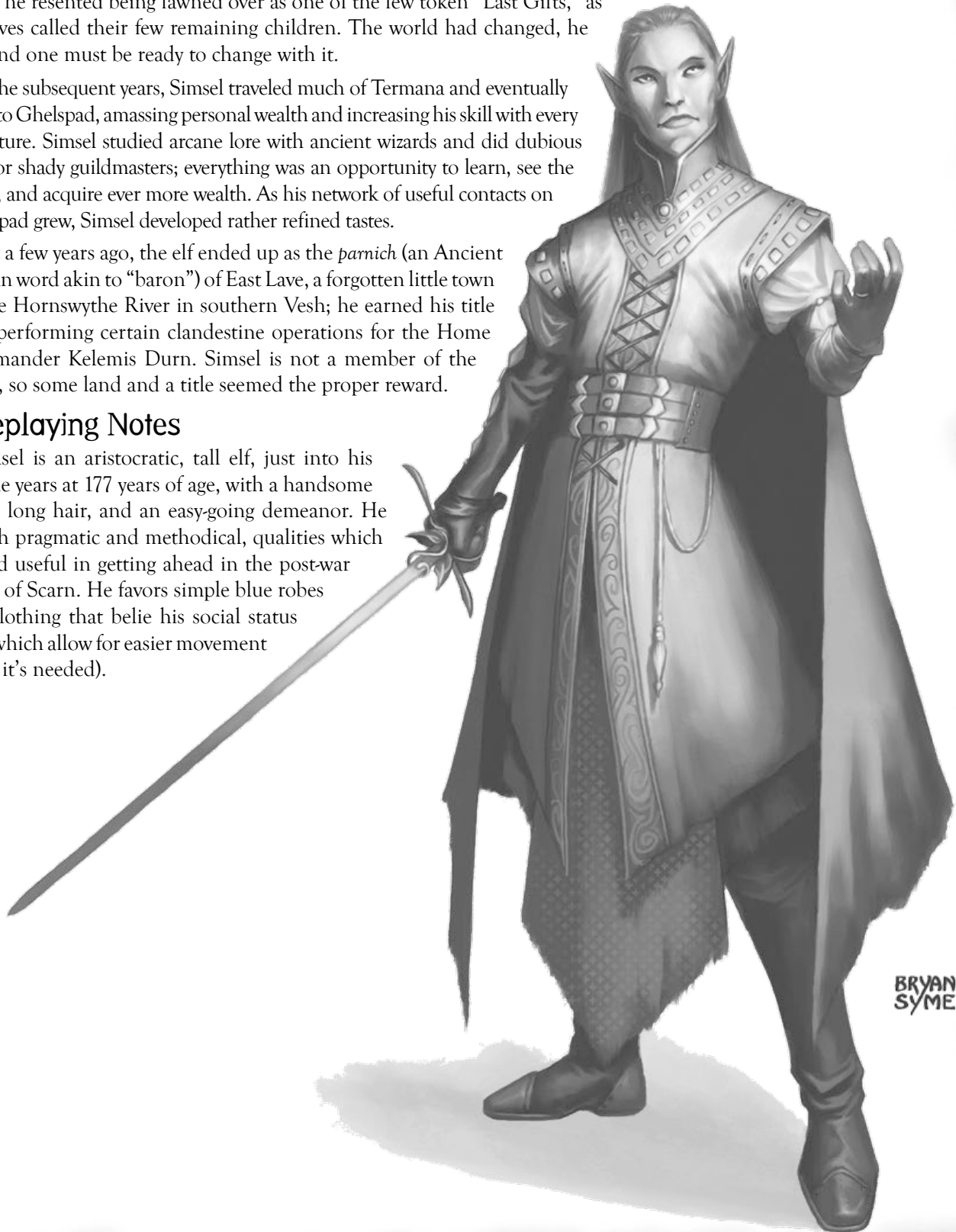
Simsel Lienor, a forsaken elf from Termana, was born during the last days of the Titanswar; he was just a small boy when the titan Chern cursed his people, formerly known as the high elves. He was one of the youngest of his kind living at the time, and in the years after the war, he was always treated with special care. Ultimately, the dotting manner with which his elders treated him led the young elf to leave his homeland; a solitary spirit, he resented being fawned over as one of the few token “Last Gifts,” as the elves called their few remaining children. The world had changed, he felt, and one must be ready to change with it.

In the subsequent years, Simsels traveled much of Termana and eventually came to Ghelspad, amassing personal wealth and increasing his skill with every adventure. Simsel studied arcane lore with ancient wizards and did dubious jobs for shady guildmasters; everything was an opportunity to learn, see the world, and acquire ever more wealth. As his network of useful contacts on Ghelspad grew, Simsel developed rather refined tastes.

Just a few years ago, the elf ended up as the *parnich* (an Ancient Ledean word akin to “baron”) of East Lave, a forgotten little town on the Hornswythe River in southern Vesh; he earned his title after performing certain clandestine operations for the Home Commander Kelemis Durn. Simsel is not a member of the Vigils, so some land and a title seemed the proper reward.

Roleplaying Notes

Simsel is an aristocratic, tall elf, just into his middle years at 177 years of age, with a handsome smile, long hair, and an easy-going demeanor. He is both pragmatic and methodical, qualities which proved useful in getting ahead in the post-war world of Scarn. He favors simple blue robes and clothing that belie his social status (and which allow for easier movement when it’s needed).



SIMSEL

Medium humanoid (elf), neutral good

Armor Class 15 (18 with *mage armor*)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	15 (+2)	19 (+4)	11 (+0)	11 (+0)

Saving Throws Dex +8, Int +7

Damage Resistances fire

Skills Acrobatics +8, Arcana +7, Athletics +7, Insight +3, Perception +3, Sleight of Hand +8, Stealth +8

Senses darkvision 30 ft., passive Perception 13

Languages Calastian, Elduran (Termanan Elvish), Elvish, Sylvan, Termanan, Veshian

Challenge 5 (1,800 XP)

Disease Resistance. Simsel has advantage on saving throws against disease.

Fey Ancestry. Simsel has advantage on saving throws against being charmed, and magic can't put him to sleep.

Sneak Attack (1/Turn). Simsel deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Simsel that isn't incapacitated and Simsel doesn't have disadvantage on the attack roll.

Special Equipment. Simsel wears an *amulet of telepathy* (functions as *helm of telepathy*) and bears his *frost brand*, a rapier he calls *Hoar's Frost*.

Spellcasting. Simsel is an 8th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, or +7 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *filch**, *light*, *mage hand*, *minor illusion*

1st level (4/day): *charm person*, *mage armor*, *shield*

2nd level (3/day): *alter self*, *blur*, *invisibility*, *spider climb*

3rd level (3/day): *clairvoyance*, *dispel magic*, *major image*

4th level (2/day): *dimension door*, *greater invisibility*

ACTIONS

Multiattack. Simsel makes two weapon attacks.

Frost Brand (Rapier). *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 3 (1d6) cold damage.

Longbow. *Ranged Weapon Attack.* +8 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. Simsel normally carries 20 arrows.

The elf has a **blink dog** named Umrir for a familiar — the creature's remarkable talents are a small price to pay for its insufferably sarcastic wit. Behind Umrir's constant barrage of barbed jabs, however, hides a fierce loyalty to its master. Simsel has also formed a good relationship with the elves of the Ganjus Vigil, but oddly, the elf seems almost more at home among humans than he does among the wood elves of Ghelspad, whom he finds to be just a bit backward for his taste (or perhaps the truth is that, deep down, they remind

him too much of his family, which pains him more than he would ever care to admit, even to himself).

Combat

Simsel fights with a rapier as his preferred weapon, wielding an enchanted blade he call *Hoar's Frost*, and he is also skilled with a longbow. He augments his prowess with magic, as well as sleight-of-hand, and works in perfect coordination with Umrir to become a truly deadly opponent to his enemies.

Skrikt, Bandit Leader

Thorn in Lokil's side, enemy of the Urkhadi orcs, hated by the Iron Court, and general nuisance of southwestern Ghelspad, the warlord Skrikt is an orc of offensive repute. In his youth, he led a ferocious band of ragtag thieves and bandits that preyed on caravan traffic between Shelzar and Hollowfaust. Back then, the name Skrikt meant little to denizens of either city, for he was just one of numerous bandits on the roads, likely to die after challenging the wrong caravan and then never be remembered.

All that changed when Skrikt did, indeed, challenge the wrong caravan, one carrying a few necromancers from Hollowfaust. The wizards brought low most of the orc's followers, and their undead servitors very nearly slew Skrikt himself, yet in the end, just barely, the orc prevailed. He freed from captivity a sutak called Grolp (actually Gru Ullup, but Skrikt never could pronounce it properly), who turned out to be an assassin of some skill. Grolp offered to teach Skrikt how to murder more efficiently, and Skrikt happily accepted. A few years later, when the nasty old titanspawn passed on, Skrikt felt, for the first time in his life, a tiny pang of sadness at the loss of a friend.

Since then, Skrikt has built a new warband, a mixed group of bloodthirsty orcs, humans, manticora, and scoundrels cast off by a few other races as well. His warband now has some goblin slaves, too, whom Skrikt uses to expand his base of operations in a hidden cave complex. Some of the goblins have even earned places of respect within Skrikt's warband — specifically, a few druids and witches among them who proved they could hide Skrikt's band from most divinations used to locate them. To date, though, Skrikt has not proven enough of a threat for any of the great loremasters to spend many resources in finding and eradicating him, especially not with the library's own internal worries. (See the *Scarred Lands Player's Guide* for more on Lokil.)

The raiders have been gradually moving their forays away from Hollowfaust-Shelzar routes toward the more lucrative Lokil-to-Three Moons routes. Now, Skrikt has his eye set on shifting his operations into the Heteronomy of Virduk. He learned from Grolp that you can only steal from one place for so long before they run out of things to take, so you have to move on to a new one after a while.

Roleplaying Notes

While he is actually rather cunning for an orc, Skrikt lacks common sense. He's a creature of great ambition and no shortage of luck, yet not one who appreciates a great deal of planning. Skrikt is not a religious orc, but still, if great Kadum didn't strategize, why should Skrikt? And the stories he learned from Grolp about Thulkas didn't paint the Iron God as a big thinker either. (Mind you, he wasn't really paying much attention to the more boring parts of Grolp's stories.)



SKRIKT

Medium humanoid (orc), chaotic evil

Armor Class 15

Hit Points 85 (10d8 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
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17 (+3)	14 (+2)	16 (+3)	12 (+1)	8 (-1)	10 (+0)
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Saving Throws Str +6, Dex +4

Skills Athletics +6, Deception +4, Intimidation +4, Stealth +4

Senses darkvision 30 ft., passive Perception 9

Languages Ledean, Orcish, Shelzari

Challenge 2 (450 XP)

Aggressive. As a bonus action, Skrikt can move up to his speed toward a hostile creature he can see.

Special Equipment. Skrikt possesses a cursed *berserker greataxe*, and he often carries one or two *potions of invisibility*.

ACTIONS

Berserker Greataxe. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. *Critical:* 21 (5d6 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack.* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. Skrikt normally carries 10 arrows.

Combat

Skrikt is not a complicated combatant. He sometimes starts off at range with an arrow or two, trying to deal as much damage to his foes as possible before charging in with his greataxe. Out of a lack of good sense, he'll charge right into the fray whether or not his followers have his back.

At other times, the orc can be relatively subtle, but usually not very convincingly. He sometimes offers parlay just as an excuse to get closer so he can slaughter his targets easier. If he's feeling particularly "tricksy," he'll even put down

his axe for the parlay (although he never willingly allows it to get beyond his reach), all the while using *Deception* to feign peaceful intent, and then quickly pick up his axe and try to smite everyone he can see.

Another "clever tactic" he enjoys involves using a *potion of invisibility* or a *disguise self* cast by one of his allies to appear as a harmless merchant until travelers get close enough for him to launch an attack, while his warband waits in ambush nearby (usually at least 60 feet away, to avoid the rage that comes with his cursed axe).

Solon Telos Asuras

Solon Telos Asuras, who usually goes by the name Telos, celebrated his 100th birthday a year ago. Even when he was born in Old Venir, the Asuras family was already wealthy beyond most peoples' dreams. From early childhood, Telos was a bit of a rascal, carousing with disreputable gamblers and rogues. Legend holds that among his winnings at cards was an odd piece of agate marked with Enkili's symbol; since then, the ancient merchant has fondly revered the Lady of Misfortune. If there is any god that Telos honors above all others, though, it is money.

Telos also dabbled with magic, but he was ill suited to manipulate arcane energies and abandoned his studies. However, a mischievous turn playing with his master's *crystal ball* revealed that Telos did possess a knack for using magical objects. With a bit of wheedling, Telos convinced his father to buy him his own scrying device, and he was soon spying on and outmaneuvering House Asuras' competitors across the continent.

Family lore claims that the family's original village was called Asuri, but it was destroyed a century before the Divine War. In keeping with the legend that the first patriarch was also the village's leader, House Asuras honors this tale by calling its current master "the Reeve." Yet, the origin of House Asuras' coat-of-arms (a yellow lion with a man's face on a black field) is less well known. Telos has long pondered this sigil's meaning, for strangely, no record exists of its origin.

Under Telos' guidance, House Asuras grew incredibly wealthy trading with both sides during the Druid War, an act that angered many other parties involved in the war. In 90 AV, with young Prince Virduk newly crowned King, the Reeve recognized that Calastia was poised to change the face of Ghelspad. Accordingly, he moved the family headquarters from Old Venir to the decadent city of Shelz-

ar, where he made a fortune providing new homes and safe transport to nobles displaced by the change in the Calastian regime. At the same time, he began to export Shelzar's vices to his former homeland (and is, if one were to make a study of it, as much to blame for Femulyae's current decadence as is His Resplendent Majesty Prince Urlis).

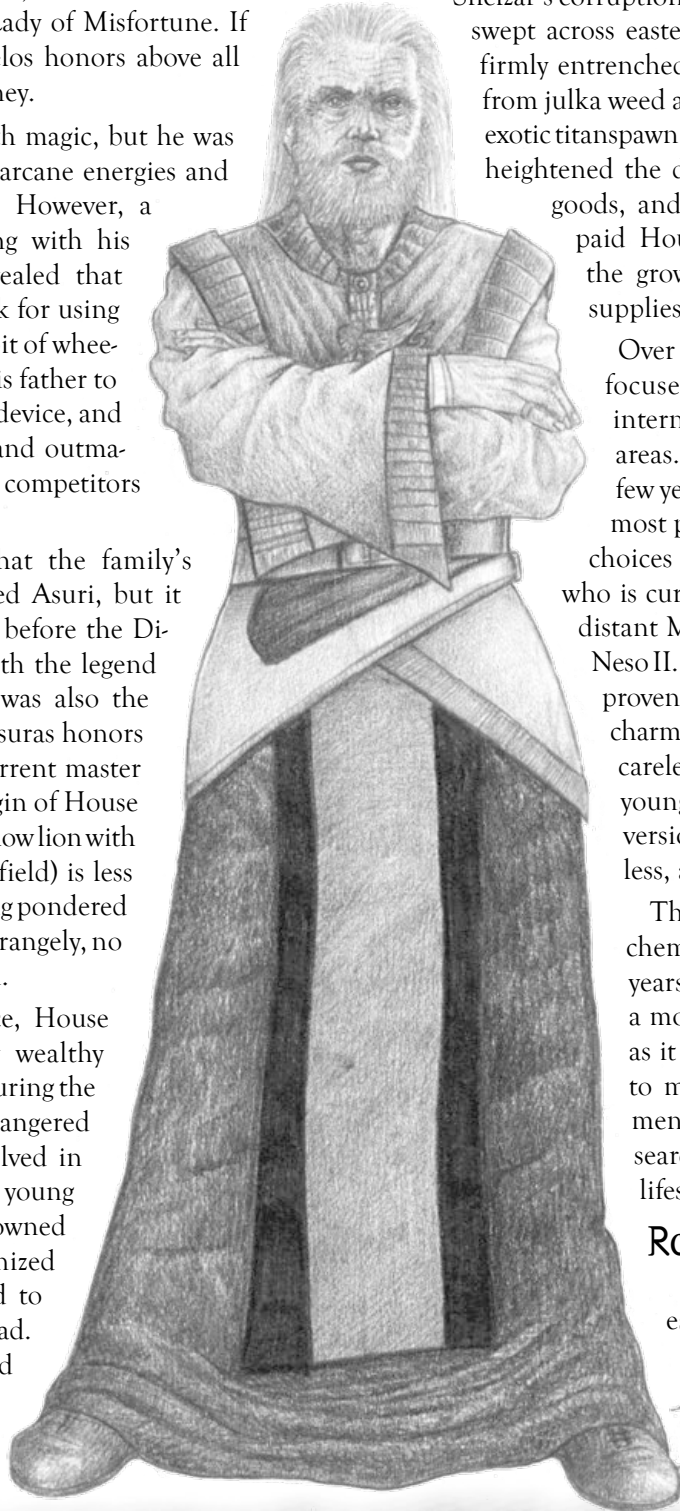
Never the most moral of men, Telos quickly fell into Shelzar's corruption. By the time the Blood Monsoon swept across eastern Ghelspad, House Asuras was firmly entrenched in black markets for everything from julka weed and lotus flowers to slave girls and exotic titanspawn. Calastia's military expansion only heightened the demand for both legal and illicit goods, and desperate populations willingly paid House Asuras' exorbitant prices as the growing Hegemony exhausted their supplies in siege after siege.

Over the past several years, Telos has focused on strengthening his house internally while expanding into new areas. Realizing that he likely has only a few years left, he has been grooming his most promising successors. His top two choices are his cousin Khelarian Asuras, who is currently managing family affairs in distant Mithril, and Telos' grand-nephew, Neso II. Khelarian possesses a keen mind, a proven record of success, and the ability to charm the most distrustful audiences into careless dupes. On the other hand, the younger Neso II is rather like a younger version of Telos himself — smart, ruthless, and without a conscience.

The aged reeve keeps a full-time alchemist on staff these days. As his final years tick away, he fears spending even a moment without his mind as sharp as it can be; he is hopelessly addicted to magical potions that enhance his mental abilities, even as his alchemist searches for ways to extend the reeve's lifespan.

Roleplaying Notes

Like many others, Telos wishes for eternal life, but unlike most of them, if immortality can be bought and sold, he can afford it. He does not pursue it



TELOS

Medium humanoid (humanoid), neutral evil

Armor Class 9

Hit Points 40 (16d8 - 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (-1)	7 (-2)	20 (+5)	18 (+4)	16 (+3)

Saving Throws Int +7, Wis +6

Skills Deception +7, History +7, Insight +6, Intimidation +5, Persuasion +7

Senses passive Perception 14

Languages Ancient Ledeane, Asaatth, Calastian, Darakeene, Dwarvish, Elvish, Elzan, Ledeane, Shelzari, Vangalite, Veshian, Zathisk

Challenge 1 (200 XP)

Iron Will. Telos has advantage on saving throws against being charmed or frightened.

Leadership (Recharges after a Short or Long Rest). For 1 minute, Telos can utter a special command or warning whenever a nonhostile creature he can see within 30 feet of him makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Telos. A creature can benefit from only one Leadership die at a time. This effect ends if Telos is incapacitated.

Special Equipment. Telos wears an *amulet of proof against detection and location*, and he also possesses a *crystal ball of telepathy*. He usually carries various potions, as needed.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack.* +1 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

obsessively like King Virduk the Black Dragon, though. Deep in his heart, Telos knows that his family's prosperity and power are his true legacy. Even now, as he approaches his 101st year, his fourth wife swells with child and will soon bless the world with yet another Asuras scion. Telos is building for his family the ultimate inheritance: a trade empire that may endure until the end of time.

Years of reading and peering into the secret lives of others through his *crystal ball* have convinced Telos that the clear majority of Ghelspad's inhabitants are happy if they have enough food to eat, a decent roof over their heads, regular sexual congress, and perhaps a few children. Despite priests' words to the contrary, Telos suspects that people's ultimate desire is simply to survive and propagate. If life is really such a petty game and fickle gods like Enkili make the rules, then at least it is a game Telos is winning.

Combat

At his age, Telos is more likely to use a dagger to stab a grape or carve off a slice of lamb than he is to defend himself with it. In any case, few who would do him harm could possibly reach him through the intricate and deadly

maze of defenses that surround his villa in Shelzar. His servants and guards could themselves populate a large hamlet, and the villa also houses the Asuras family and its special guests. At all times of the day, four frighteningly huge bodyguards attend the reeve. They are paid handsomely for their mindless loyalty and are highly addicted to julka weed, which Telos procures for them as part of their employment. (Use **berserker** NPC stats, but with maximum hit points and the Dark Devotion trait of a **cultist**. They have a challenge rating of 3 [700 XP].)

Telos has seen it all. It is not easy to anger him, but should someone rouse his ire, the old man is merciless. He may use his *crystal ball* to plant a *suggestion* that leads any enemy to harm, or he may simply pay a family retainer to make the offender disappear. Methods range from the subtle assassins of the Cult of the Ancients to the vicious sellswords of the Crimson Legion, all of whom happily take Asuras money in trade for their bloody work, along with numerous other paid specialists of various races and classes. Rumors suggest that the Asuras can even call upon a handful of sinister asaatthi battlemages, but the household may have spread this tale to enhance its reputation.

Talina Som, Whisper of Belsameth

Few outside the Cult of the Ancients (see Chapter 9 in the *Scarred Lands Player's Guide*) know who truly leads that fearsome group. Some claim its leader is an ancient, wizened assassin who was born before the Divine War. Others believe that the cult is led by a horrific demon lord. Still others believe that they have no leader, but exist as independent cells united by their desire to kill for the Great Assassin. A few even suggest, in fearful whispers, that Belsameth herself leads the cult, passing commands through her avatar. Oddly enough, the latter hypothesis is closest to the truth, for the woman known as Talina Som, Whisper of Belsameth, is a true vessel for the Slayer's will. She exists only to sate that fell goddess's thirst for blood and death.

Almost from birth, Talina was strange. Quiet, withdrawn, and contemplative, she formed few attachments to other children, who were disturbed by her wide, unblinking violet eyes and the bone-white streak in her raven-black hair. For their part, Talina's wealthy parents did their best, showering their daughter with affection and denying her nothing. By her 13th year, however, they were close to despair and began to wonder if their daughter was mad.

She proved their suspicions on a stormy night in Belsamer when, armed with her father's razor, Talina stalked from room to room in the family's manse, killing first the servants, then her infant brother, and finally her parents. Covered in blood, eyes wild, and clad only in a gore-soaked nightgown, Talina then staggered out into the raging storm, making her way directly to a chapter house run by the Cult of the Ancients. The Housemaster, who had recently received a vision from Belsameth herself telling him that the Slayer's chosen would soon appear to him, immediately took the girl in. He knew immediately in his heart that this child was the one.

The cultists prepared to train their new charge in the ways of assassination, but they discovered to their shock that the girl already knew much of their trade. Within a few weeks, she was a full-fledged member of the circle. Less than a year later, Belsameth again appeared in a dream that was visited upon every Cult of the Ancients Housemaster and Housemistress across Ghelspad. The Slayer's chosen one had arrived, the one called the Whisper of Belsameth. Now, the faithful were to bow down before her as their new leader.

So Talina Som, the Whisper of Belsameth, became the undisputed leader of the most feared cult of assassins on Ghelspad. From that day forward, despite the occasional grumbling of older, more conservative cultists, Talina began to make wholesale changes, expanding the cult's activities and adding new and terrifying methods



TALINA

Medium humanoid (human, shapechanger), neutral evil

Armor Class 19

Hit Points 130 (20d8 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	15 (+2)	16 (+3)	19 (+4)	17 (+3)

Saving Throws Dex +10, Wis +9, Cha +8

Skills Acrobatics +15, Athletics +6, Deception +13, Insight +13, Perception +8, Religion +8, Stealth +15

Damage Resistances damage from spells; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., truesight 60 ft., passive Perception 18

Languages Darakeene, Infernal, Ledean, Shelzari, Zathisk

Challenge 14 (11,500 XP)

Blessed Initiative. Talina adds her Wisdom modifier to all initiative rolls.

Cunning Action. On each of her turns, Talina can use a bonus action to take the Dash, Disengage, or Hide action.

Divine Rejuvenation. If Talina dies, her body (if it is intact) is teleported immediately to her private sanctum or to the nearest consecrated temple or shrine of Belsameth (her choice). There, she returns to life or gains a new body in 1d3 days and regains all her hit points. Only a wish spell can prevent this trait from functioning.

Innate Spellcasting. Talina's spellcasting ability is Wisdom (spell save DC 17). She can innately cast the following spells, requiring no material components.

At will: *detect poison and disease*, *thaumaturgy*

1/day each: *aura of death**, *twisting thrust**

Legendary Resistance (3/Day). If Talina fails a saving throw, she can choose to succeed instead.

Shapechanger. Talina can use her action to polymorph into any Medium humanoid or back into her true form. Her statistics are the same in each form, and any equipment she is wearing or carrying isn't transformed. Talina reverts to her true form if she dies.

Spellcasting. Talina is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). She knows the following spells:

Cantrips (at will): *dancing lights*, *mage hand*, *message*, *minor illusion*, *vicious mockery*

1st level (4/day): *bane*, *charm person*, *hunter's mark*, *sanctuary*

2nd level (3/day): *darkness*, *detect thoughts*, *invisibility*, *magic weapon*

3rd level (3/day): *bestow curse*, *dispel magic*, *fear*

4th level (3/day): *dimension door*

5th level (2/day): *commune*

Trickster's Boon. Talina cannot be targeted by divination magic if she does not wish to be. She is invisible to sensors created by divination spells unless she chooses to be visible to them.

Unarmored Defense. While she is wearing light or no armor and not wielding a shield, Talina's AC includes her Wisdom modifier.

ACTIONS

Multiattack. Talina makes two shortsword attacks.

Shortsword. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 17 (5d6) necrotic, piercing, or poison damage (Talina's choice).

LEGENDARY ACTIONS

Talina can take 3 legendary actions, choosing from the options below. She can use only one legendary action option at a time, and only at the end of another creature's turn. Talina regains spent legendary actions at the start of her turn.

Detect. Talina makes a Wisdom (Perception) check.

Sudden Move. Talina moves up to her speed. She does not provoke opportunity attacks during this movement.

Shortsword Attack (2 Actions). Talina makes a shortsword attack.

of dispensing death. Her clerical abilities grew as well. If the cult had been a bad dream before, under Talina Som it has truly become a waking nightmare.

Roleplaying Notes

As the years pass, Talina changes very little. While she is not immortal, some dark power or gift has attenuated her lifespan, so that now, well into her thirties, she still has the fresh bloom of youth. Her connection to the Slayer is a mystical one, and she spends much of her time communing

with her goddess. She still takes assignments as required by Belsameth (or sometimes simply for her own amusement).

Talina is elegant, poised, and lovely, but she is beautiful in the cold, aloof, almost fey manner of her divine mistress. There is no shred of human warmth about her, particularly when she smiles, and she lives only for the kill and to serve her goddess's will. She is a predator nonpareil. Yet, merciless and cruel, she is not wanton in her destruction like some follower of savage Vangal: Murder is her art form, and she is perhaps the greatest master of any age.

Combat

Most commonly, Talina uses her illusions to take the guise of a target's trusted advisor, friend, or servant. She strikes quickly, usually with a poisoned dagger or other concealed weapon, and she always makes sure that her victims know that it is the Cult of the Ancients who sent them to their reward. Talina has occasionally been defeated and killed, but she is always restored by her goddess. If she is slain, she makes certain that her killers pay a steep price, usually at the hands of her goddess's daemonic minions.

Talina's Lair

Talina spends most of her time in the cult's hidden citadel. When she does leave, she disguises herself using her shapechanging ability. Otherwise, she issues orders and assignments from her Chamber of Whispers, where she sits enthroned on a dais, speaking in a voice that is sometimes a gentle, alluring feminine whisper and sometimes the malevolent, snarling tones of the Shifter herself.

Within the citadel of the Cult of Ancients, Talina has a challenge rating of 15 (13,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), Talina takes a lair action to cause one of the following effects:

- Talina rolls a d6 and regains a spell slot of that level or lower. If she has not expended any spell slots of that level or lower, nothing happens.
- Talina chooses one creature she can see within 60 feet. The target must succeed on a DC 17 Constitution saving throw or become more vulnerable to necrotic, piercing, or poison damage (Talina's choice). A target normally immune to such damage loses that immunity and instead gains resistance to that damage type. A target that normally has resistance to the chosen damage type loses that resistance. A target affected normally by the damage type gains vulnerability to such damage. This effect lasts until Talina uses this lair action again or is killed, or until the target leaves Talina's lair.
- Talina creates three illusory duplicates of herself as though she had cast *mirror image*.

Thadorius the Titanstalker

Many tales have been told of the exploits of the Coreanic knights, who wander about Ghelspad hunting down the servants of evil. Thadorius sees himself as their parallel: a hunter dedicated exclusively to the extermination of titanspawn and their ilk. Unfortunately, Thadorius does not discern between good and evil, nor Redeemed and Unredeemed. His wrath is wicked and obsessive, and by mercilessly cutting down many creatures that were not evil, he has in some ways become like the very titanspawn he hates.

On a hot summer day nearly 20 years ago, an army of gorgons, ratfolk, and other titanspawn emerged from the Kelder Steppes and descended upon the region known as Emerald Vale. Relatively untouched by the Titanswar, the vale knew peace and stability, and human communities had existed there for centuries. Nominally allies of Vesh, the Vale people were their own masters, living independent of any outside rulers.

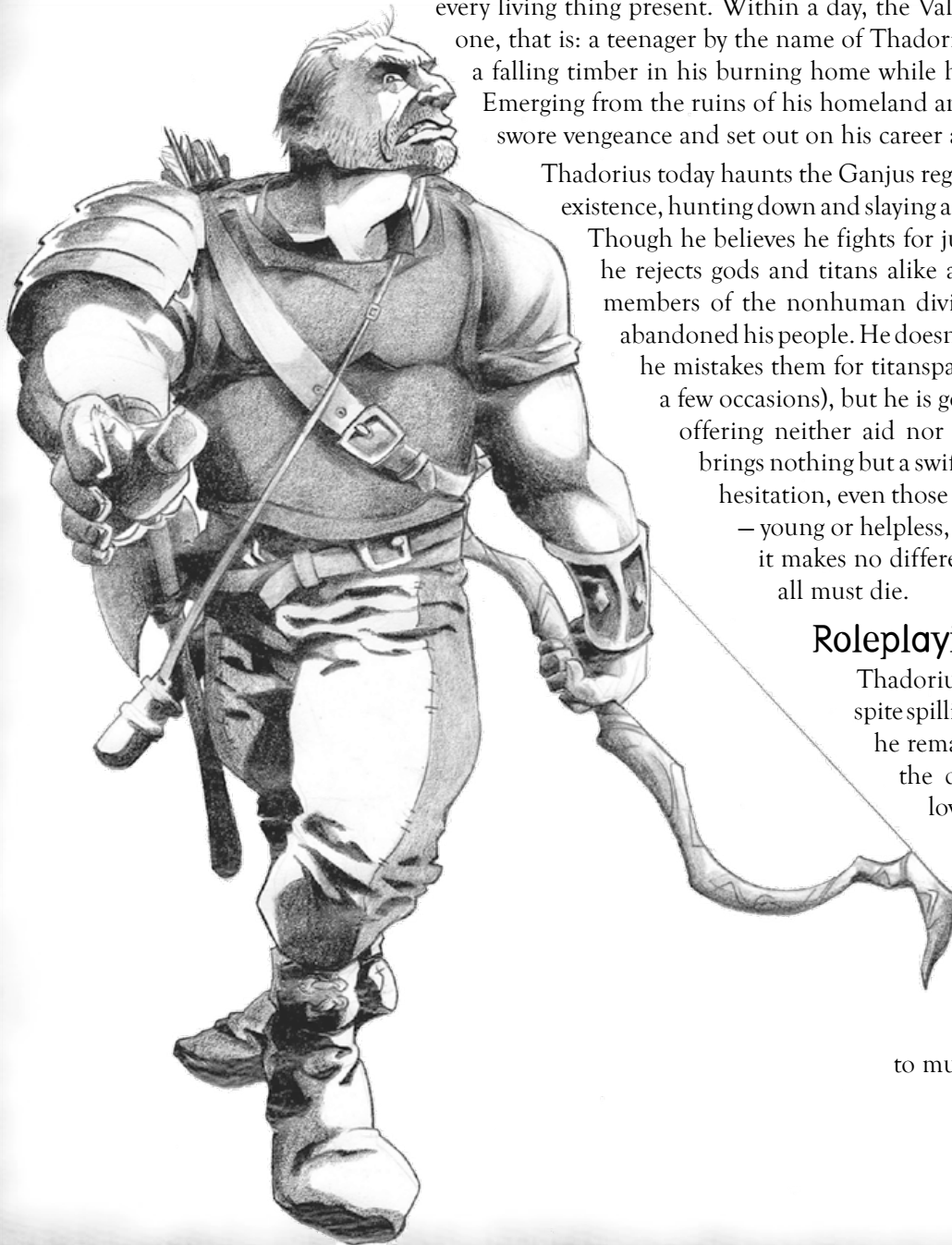
A titanspawn raid ended that serenity. Under the leadership of a high gorgon named Lasagar, the horde had been ravaging frontier settlements for months, slipping away and evading Veshian pursuit. Now the horde sought the Vale's riches and, in the process, reduced the place to a wasteland, killing virtually every living thing present. Within a day, the Valefolk ceased to exist. All but one, that is: a teenager by the name of Thadorius, who was knocked out by a falling timber in his burning home while hiding there during the raid. Emerging from the ruins of his homeland and seeing the destruction, he swore vengeance and set out on his career as a titanspawn slayer.

Thadorius today haunts the Ganjus region, living a lonely and bitter existence, hunting down and slaying any titanspawn he encounters.

Though he believes he fights for justice, Thadorius is no hero; he rejects gods and titans alike and hates most people, even members of the nonhuman divine races, whom he believes abandoned his people. He doesn't kill non-titanspawn (unless he mistakes them for titanspawn, which has happened on a few occasions), but he is generally rough and insulting, offering neither aid nor comfort. To titanspawn, he brings nothing but a swift death, killing them without hesitation, even those of neutral or good alignment — young or helpless, fleeing or begging for mercy, it makes no difference to the Titanslayer. They all must die.

Roleplaying Notes

Thadorius is cold, hard, and angry. Despite spilling rivers of titanspawn blood, he remains as bitter and vengeful as the day he began his quest. He loves no one and at best only grudgingly shares food and shelter with other humans he encounters. Should he come across titanspawn or even those he suspects are titanspawn, he changes instantly from grim outcast to murderous brute.



THADORIUS

Medium humanoid (human), chaotic neutral

Armor Class 17 (chain shirt, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	14 (+2)	15 (+2)	11 (+0)	14 (+2)	9 (-1)
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Saving Throws Str +6, Con +4

Skills Athletics +8, Nature +4, Perception +6, Stealth +4, Survival +6

Senses passive Perception 16

Languages Titan Speech, Veshian

Challenge 2 (450 XP)

Keen Hearing and Sight. Thadorius has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Titanspawn Slayer. Any weapon attack that Thadorius makes against a titanspawn deals an extra 7 (2d6) damage on a hit.

ACTIONS

Multiattack. Thadorius makes two melee attacks or two ranged attacks.

Battleaxe. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if wielded in two hands.

Longbow. *Ranged Weapon Attack.* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. Thadorius normally carries 20 arrows.

REACTIONS

Parry. Thadorius adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Combat

Thadorius feels that his foes lack all honor, so he is justified in his contempt and treats them accordingly. No ploy is beneath him: poison, traps, deception, feigned retreat or surrender, appeals to a foe's decency — any such tactics have worked for him in the past. A master of concealment, silent movement, disguise, and stealth, Thadorius is most at home taking down titanspawn foes from a distance with poisoned arrows. He favors extract of bilebranch sap, which is abundant and easily harvested. Thadorius prefers not

to be drawn into close combat if titanspawn can use their numbers against him, but he may approach when foes are helpless or disabled, often gloating over and tormenting wounded opponents before putting them to death.

Against larger numbers, where a direct assault cannot be tried, Thadorius prefers to lure his enemies into tight confines or difficult terrain, where their numerical advantage becomes a disadvantage, or else he feigns retreat so that his foes pursue, leading them into an area that he has previously set with spiked pits, deadfalls, and other traps.

Thain the Just, King of Burok Torn

The dwarven city of Burok Torn has opposed King Virduk's encroachment for decades, and no one embodies its people's unyielding heart and soul as much as its king, Thain the Just. The youngest of five brothers, Thain was born to King Thune and Queen Jiana in the year of victory, 1 AV, when the gods at last subdued the titans.

The dwarves did not have much time to celebrate the triumph, however, for they were still beset by all manner of foes. Thain's brothers Ruore and Lorthin died while fighting slitherin in the Mourning Marshes. His next brother, Haekin, fell while fighting for Amalthea against the druids of Khirdet. Then his last surviving sibling, Uthran, perished, axe in hand, while helping repel a gorgon attack in Burok Torn's deepest tunnels.

The loss of four sons saddened weary old King Thune, but the worst was yet to come. King Virduk of Calastia, his bloody crown only newly placed on his head, was determined to lead his nation to greatness; his first goal was Irontooth Pass, the strategic route from Burok Torn to Durrover. Sweeping through Lageni, Calastia's legions rolled into the pass. Taken by surprise, the dwarves could field only a small army, and despite ferocious resistance, they were driven out; the pass fell in 92 AV. True to his nature, brave King Thune fell leading his forces.

The sole remaining heir, Thain was crowned king, but it was with great sorrow that he assumed the throne. His was a beleaguered kingdom. Not only did his people face the implacable drendali, as they had since the end of the Titanswar, but now Irontooth Pass had fallen and Calastia was on the march. Virduk had few qualms about sacrificing warriors, and his surface campaign against Burok Torn was long and bloody. Unfortunately, the Calastians' numbers were seemingly endless, and Burok Torn's were already divided on two fronts. Ten Calastians fell for every dwarf, but still Virduk would not relent. Slowly, the Calastians pushed the dwarves back. By 112 AV, they stood at the very gates of Burok Torn.

Then came the Blood Monsoon. Sweeping in from the eastern Blood Sea, the monsoons savaged eastern Ghelspad, sending massive waves, tearing winds, and ferocious rain storms inland. Pisceans and other horrors followed on the storm's heels. The disaster caught the Calastians unprepared. Winds lashed at the Black Dragon's armies, and many soldiers were either killed by titanspawn or carried away by flashfloods. Nearly

a third of Virduk's forces perished in the first few days, and the remainder routed back to Calastia in complete disarray.

The dwarves remained in their underground fastness, riding out the storms in relative safety and emerging unscathed to retake much of their lost territory. The greatest prize, Irontooth Pass, remained in Calastian hands; Thain's victory was bittersweet. Yet Virduk, denied the ultimate prize, was likewise in no mood to celebrate. Virduk's closest advisors assured him that the dwarven king was the lynchpin; Thain's fall would demoralize Burok Torn, leaving it easy pickings. Secretly, the king hired assassins and mages to eliminate Thain.

At a banquet some months later, in 123 AV, a dwarf turncoat disguised as a member of King Thain's bodyguard somehow unleashed a deadly demon to kill the dwarven king. Thain survived, though he was sorely wounded, but his wife and daughter died in the attack, along with several highborn



THAIN

Medium humanoid (dwarf), lawful good

Armor Class 20 (adamantine plate armor)

Hit Points 161 (17d8 + 85)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	20 (+5)	14 (+2)	15 (+2)	17 (+3)

Saving Throws Str +7, Con +9, Wis +6

Skills Athletics +11, Intimidation +7, Perception +6, Persuasion +11

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Drendali, Dwarvish, Elvish, Ledean, Veshian

Challenge 10 (5,900 XP)

Indomitable (3/Day). Thain can reroll a saving throw he fails. He must use the new roll.

Special Equipment. Thain wears his suit of *adamantine plate armor* and a *brooch of shielding*. He also wields an artifact, the famous *Hammer of Goran*[†].

Stonecunning. Thain has advantage on any Intelligence (History), Intelligence (Investigation), or Wisdom (Perception) check he makes when examining stonework or trying to determine the origin of such construction.

ACTIONS

Multiattack. Thain makes three weapon attacks.

Hammer of Goran. *Melee or Ranged Weapon Attack.* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage, or 11 (1d10 + 4) bludgeoning damage if wielded in two hands, plus 11 (2d10) radiant damage against giants or titanspawn.

LEGENDARY ACTIONS

Thain can take 3 legendary actions, choosing from the options below. He can use only one legendary action option at a time, and only at the end of another creature's turn. Thain regains spent legendary actions at the start of his turn.

Attack. Thain makes a melee weapon attack.

Command Ally. Thain chooses one ally he can see within 30 feet of him. If the target can see or hear Thain, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Whirlwind Attack (2 Actions). Thain makes a melee weapon attack against each enemy within 5 feet of him.

dwarves and a dozen of the king's most trusted guards. Devastated by the tragedy, Thain nonetheless remained stoic and strong. He laid his family and honored servants to rest in a solemn ceremony. A short time later, his rune wizards declared they had discovered the assailant's identity — a shapeshifting assassin from the Cult of the Ancients, hired by King Virduk. King Thain swore an oath of vengeance against both Virduk and that entire brotherhood of assassins.

Thain mourned his wife and child for the next two decades, though he revealed his grief only through his silence. Finally, in 144 AV, at the behest of his councilors, he took a new wife, the rune-priestess Krysara, and the two hope one day to provide Burok Torn with a new heir.

Today, King Thain is like an unyielding pillar: he supports his people and his kingdom, protecting and inspiring. Even though his people struggle against their old foe from Dier Drendal and against the legions of the Black Dragon, Thain remains unshaken, a paragon of dwarven honor, courage, and resolve.

Roleplaying Notes

King Thain embodies all the dwarven virtues. In the early years of his reign, his love of fine ales and youthful behavior earned him the affectionate moniker “the Aleking.” Now, although he still enjoys his ale, Thain never overindulges in alcohol, food, or revelry. He is calm, quiet, and somber. When at leisure, the king smokes a simple clay pipe and sometimes visits the royal kennels, where he keeps dozens

of dwarf hounds. He is largely free of the most common dwarven character flaw — greed — and is in fact quite generous, often giving lavish gifts to both favored advisors and poor subjects alike. It takes a great deal of effort to win the king's trust, but once earned, it is not easily lost.

Thain is not free from prejudice, however. While he is mistrustful of both humans and elves, he is always gracious and honorable in his dealings with them (at least until they prove that they do not deserve it). He openly dislikes the titanspawn races, though, even those who call themselves Redeemed, and he does not welcome them to his court unless he must.

Combat

Thain is everything a dwarf should be in combat. He never shirks battle, leading his warriors in person, always from the front. His battle cry has rallied many a wavering dwarven warrior, and his mighty *Hammer of Goran*, passed down through the line of kings, is fearsome to behold. He would gladly give his life for Burok Torn.

All the same, Thain is merciful. He spares any non-titanspawn enemy that begs for mercy, and he never kills those who are helpless. These qualities are withheld when Thain fights titanspawn, for whom he feels great antipathy. In the past, he has always treated Calastian enemies honorably on the battlefield, but since the murder of his wife and daughter, he is far less decorous in his thoughts toward them.

Traviak the Steel-Fisted, Archduke of Lageni

Along the western foothills of the Kelder Mountains, in the land of Lageni, sits Castle Durm, one of the most vital strategic assets protecting and staging the expansion of the Calastian Hegemony eastward. Ruling that castle, and the Archduchy of Lageni, is the infamous Duke Traviak the Steel-Fisted. Technically a Grand Duke (or Archduke, as he prefers, when being formal), sitting a step above the dukes of Calastia proper, he is the notoriously cold and cruel master of all the eastern armies.

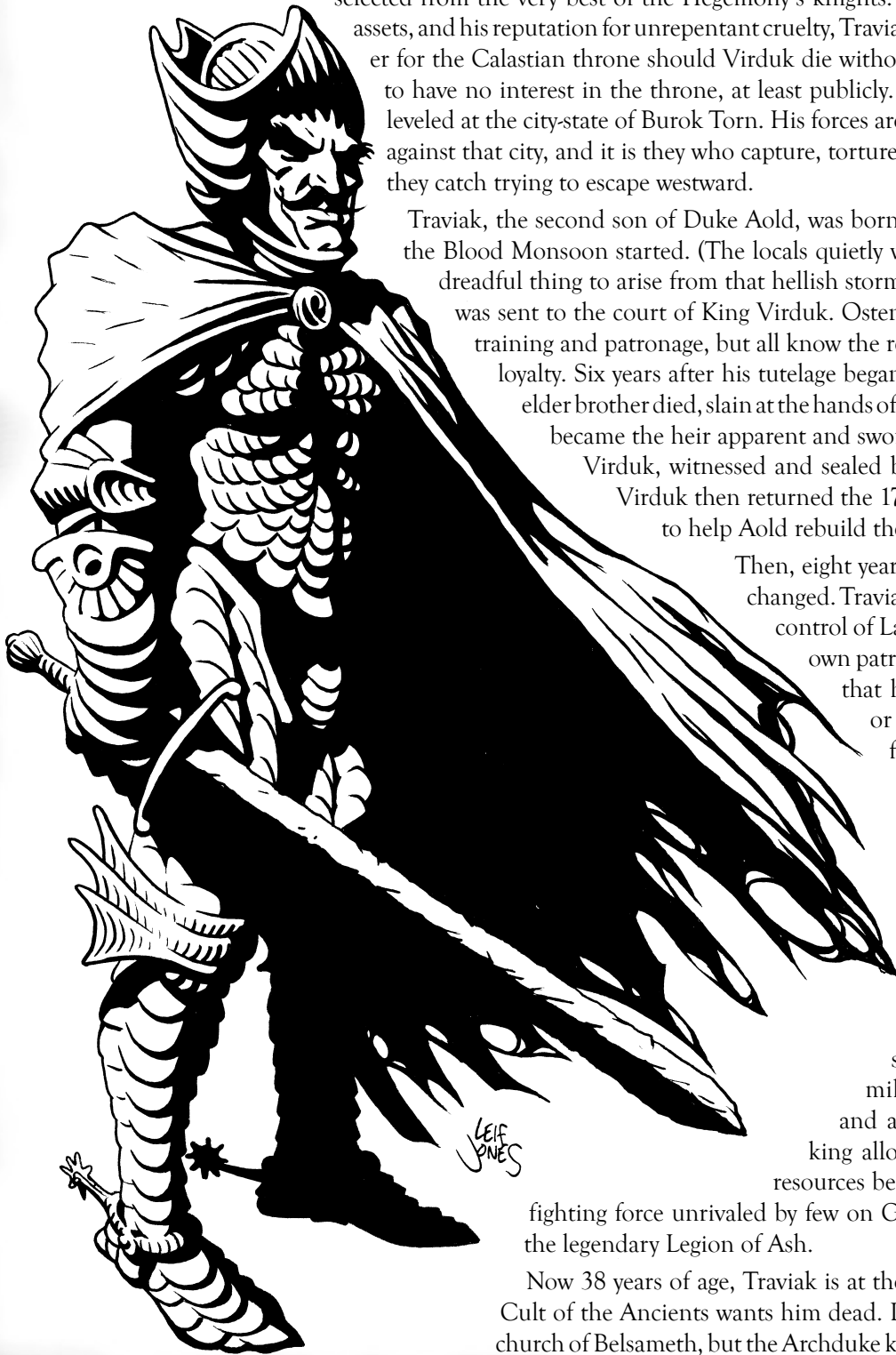
Traviak is also the leader of the elite Black Dragoons, an order of Chardunite cavaliers selected from the very best of the Hegemony's knights. With this army, his strategic assets, and his reputation for unrepentant cruelty, Traviak is considered a top contender for the Calastian throne should Virduk die without an heir. Yet Traviak seems to have no interest in the throne, at least publicly. His militaristic gaze remains leveled at the city-state of Burok Torn. His forces are currently leading the charge against that city, and it is they who capture, torture, and then murder any dwarf they catch trying to escape westward.

Traviak, the second son of Duke Aold, was born in the year 112 AV, the year the Blood Monsoon started. (The locals quietly whisper that he was the most dreadful thing to arise from that hellish storm.) At 11 years of age, Traviak was sent to the court of King Virduk. Ostensibly, the reason for this was training and patronage, but all know the real reason: to ensure Lageni's loyalty. Six years after his tutelage began in Virduk's court, Traviak's elder brother died, slain at the hands of an unknown assassin. Traviak became the heir apparent and swore an unholy oath of fealty to Virduk, witnessed and sealed by Chardun's highest priests. Virduk then returned the 17-year-old to his father's court to help Aold rebuild the duchy's battered military.

Then, eight years later, in 137 AV, everything changed. Traviak led a military coup and took control of Lageni. Perhaps it was Virduk's own patricide nearly five decades prior that had inspired the Steel-Fisted, or perhaps he simply felt his father had become too weak to rule. In any case, by the middle of 140 AV, Traviak had secured Lageni. He is no fool, and he knows very well that he cannot match Virduk's political acumen, nor would he ever presume to challenge Virduk. Almost immediately, he started building up Lageni's military, with full permission and assistance from Calastia. The king allowed this drain on Calastian resources because it secured him another

fighting force unrivaled by few on Ghelspad, if any, save perhaps the legendary Legion of Ash.

Now 38 years of age, Traviak is at the height of his power, yet the Cult of the Ancients wants him dead. Lageni used to have a healthy church of Belsameth, but the Archduke killed some, exiled many more,



TRAVIAK

Medium humanoid (human), lawful evil

Armor Class 21 (plate armor, shield)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	16 (+3)	17 (+3)	18 (+4)

Saving Throws Str +8, Dex +3, Con +3, Int +4, Wis +7, Cha +8

Skills Athletics +6, Deception +7, Intimidation +7, Perception +6, Persuasion +7

Damage Resistances fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, poisoned

Senses see in darkness, passive Perception 16

Languages Calastian, Dwarvish, Infernal, Ledean

Challenge 8 (3,900 XP)

Defensive Style. While wearing armor, Traviak gains a +1 bonus to his AC.

Dusk's Master (1/Turn). When Traviak hits with a weapon attack while he or his target is in an area of dim light or darkness, the attack deals an additional 18 (4d8) necrotic damage.

Magic Weapons. Traviak's weapon attacks are magical.

Special Equipment. Traviak wears a *devil's cloak*[†] and a *ring of feather falling*. He has a *tattoo of the soldier*^{*} inscribed about his waist.

ACTIONS

Multiattack. Traviak makes two melee weapon attacks.

Longsword. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded in two hands, plus 4 (1d8) necrotic damage.

Light Crossbow. *Ranged Weapon Attack.* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. Traviak normally carries 12 bolts.

Aura of Gloom (1/Day). Traviak can surround himself with an aura of magical darkness. For 1 minute, any bright light within a 30-foot radius around him, even that produced by spells or magical effects of 4th level or lower, is reduced to dim light. All dim light within the same area is reduced to darkness.

LEGENDARY ACTIONS

Traviak can take 2 legendary actions, choosing from the options below. He can use only one legendary action option at a time, and only at the end of another creature's turn. Traviak regains spent legendary actions at the start of his turn.

Attack. Traviak makes a melee weapon attack.

Frighten Enemy. Traviak targets one enemy he can see within 30 feet of him. If the target can see and hear Traviak, it must make a DC 15 Wisdom saving throw or be frightened of Traviak until the end of his next turn.

and forced yet others to convert to Chardun. Perhaps all that has stayed Belsameth's own hand in striking down the presumptuous duke is the Divine Truce and Chardun's dealings with his kindred goddess. The Vigils of Vesh would support almost any clandestine effort to remove Traviak, but they must move carefully to avoid an open declaration of war against Calastia.

Roleplaying Notes

Traviak is powerful and commanding. He is a fearful presence on the battlefield as well as in court. He suffers no fools and seems to have very little patience (although truthfully, he can be quite calculating if he wishes). The Archduke has assembled powerful servants and allies, from an ancient wight-lord called Arrach, who leads an army of undead slaves for the duke, to demonic creatures summoned through true rituals powered by Traviak's public executions of criminals. Further, Castle Durm supposedly houses a stable of fiendish warhorses sired by Traviak's infamous steed, Toranicus.

Traviak and Queen Geleeda share a mutual attraction, but the duke is not so foolish as to believe Virduk would stand aside if someone as powerful as Traviak cuckolded him.

Instead, the Archduke arranged a conventional marriage with Lady Sussea, one of the youngest daughters of King Ankila IX. She has yet to bear him a child. (Some whisper her miscarriages are a result of her desire to keep her children out of the duke's hands, while others say Traviak himself is the one who has had them sacrificed to Chardun for some terrible purpose.)

Combat

Traviak is quick and brutal in combat, and he prefers to stack the deck in his favor. He poisons his weapons (using purple worm poison against particularly dangerous foes), and he never goes into battle alone unless he is sure of victory. He is incredibly arrogant, but he also has a clear sense of his own capabilities.

Outside of his castle, Traviak is almost never without Toranicus, his steed (a **nightmare**). He often rides out to war, but he is also a master of siege warfare. He has defended Castle Durm successfully several times against titanspawn raids out of the Kelders. He soon hopes to have his forces undertake aerial warfare, and to that end he has sent expeditions to recover pieces of the Skykeep Ruins in the Kelders, perhaps hoping to turn his own castle into a floating fortress.

Virduk, the Black Dragon, King of Calastia

On the night he was born, the legends say that Prince Virduk's house was bathed in a blood-red light by a great star in the heavens. This omen is said to have covered the countryside, causing King Korlos to take the babe to his soothsayer. The ancient crone prophesied that Virduk would bathe the land in blood and lead the kingdom to greatness. While pleased, the king never suspected that the first victim of his son's tyranny would be he.

After Korlos had the boy trained as a tactician and a courtier, Virduk put his almost criminally brilliant mind to work securing a base of power for himself, until he no longer needed his father. Korlos, who had survived numerous attempts by his grasping dukes to slay him, who had thought himself untouchable, found a 16-year-old prince burying a knife in his neck. Virduk had help, of course, from his lifelong friend, the battlemage Anteas, but it was Virduk's plan and his hand that wielded the blade.

Virduk seized the crown and soon thereafter redistributed the power base of the nobility. Thus, since 90 AV, Virduk has ruled Calastia. The Black Dragon is very popular within Calastia, not among the nobility but among the common man. He has enfranchised many who had no social standing before his reign even as he removed those in power who could threaten him. Ever has he expanded the nation's borders and husbanded her resources toward greater wealth, power, and prestige. He has made overtures to the halflings, who were once slaves, a fierce warrior people who serve in his armies. He has made a foreign woman his queen, and she, given how apt she has proven at the

task of ruling, has only reinforced the general belief in the king's great wisdom.

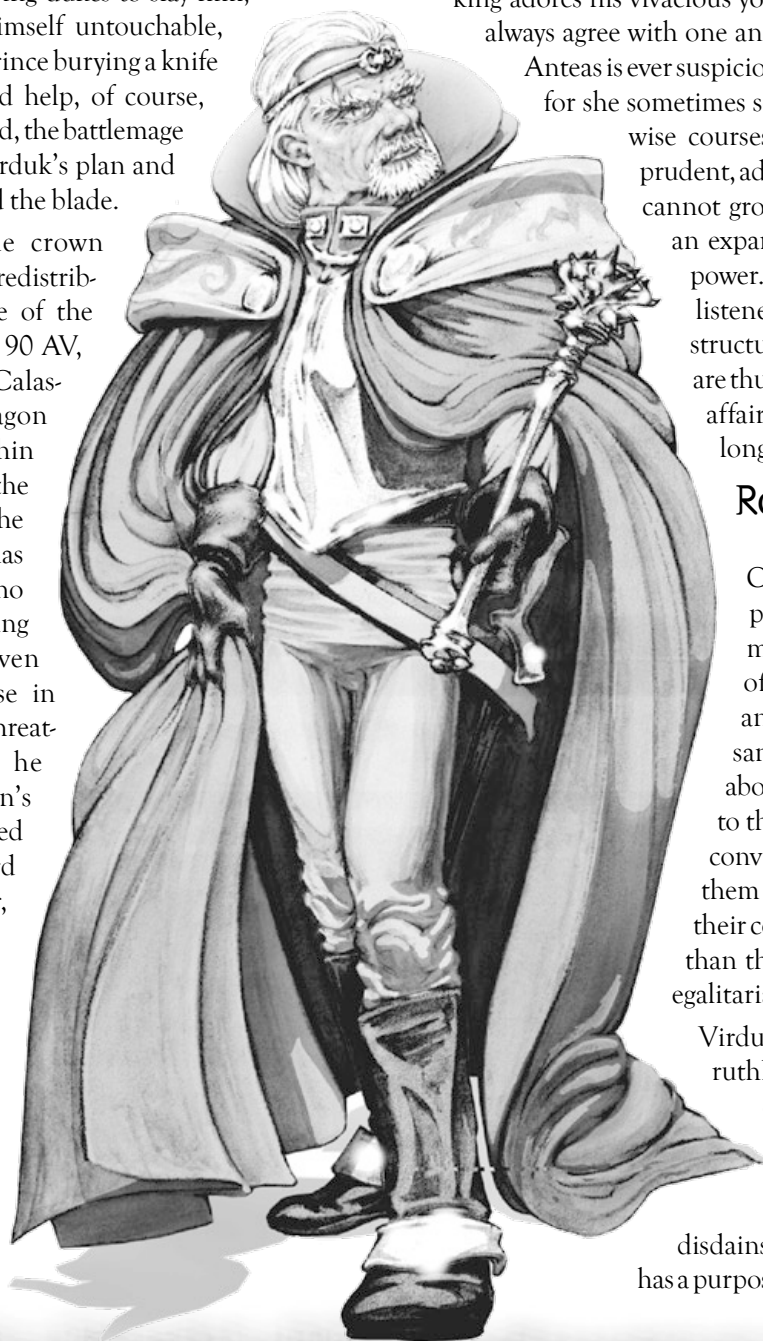
Yet, for all this, Virduk's power is still fundamentally insecure: He has no heir, and he is now an old man. He has had (and some say he murdered) many wives, yet none have given him a son. As he nears death, the patricians stir, swearing that they will find a way to replace the king if he does not produce an heir. Now, though, with his healthy young bride Geleeda, the common people hope he might produce a strong and healthy boy (while the nobility prays he does not spawn a princeling on some "foreign sow").

Now, a delicate triad of power exists in Calastia, for the king adores his vivacious young queen, even if they do not always agree with one another behind closed doors. Yet Anteas is ever suspicious of her, and with good reason, for she sometimes seems to goad Virduk on to less wise courses of action. The vizier, always prudent, advises caution to Virduk: Calastia cannot grow forever and must shift from an expansionistic power to a tax-based power. (To some extent, Virduk has listened, especially where such tax structures draw on the wealthy, who are thus less able to meddle in Virduk's affairs.) But it remains to be seen how long this game can continue.

Roleplaying Notes

For an ardent follower of Chardun the Slaver, Virduk has pardoned more criminals and made more serfs into free citizens of the Calastian Hegemony than any of his predecessors. Yet at the same time, he has elevated himself above all other potential challengers to the throne, pleasing Chardun by convincing people, even as he gives them what seems like freedom, that their continued service to him is better than the life they would find in more egalitarian lands like Vesh.

Virduk is unabashedly evil. He is ruthless, profoundly selfish, and uncompromising. Yet he is no brute or bloodthirsty savage. He is sophisticated and urbane, learned and cultured, and he disdains senseless violence. Everything has a purpose and a place in Chardun's great



VIRDUK

Medium humanoid (human), lawful evil

Armor Class 18 (clothborn half plate, ring of protection)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	19 (+4)	16 (+3)	20 (+5)

Saving Throws Str +2, Dex +3, Con +6, Int +8, Wis +7, Cha +9

Skills Deception +11, Insight +9, Intimidation +11, Perception +6, Persuasion +11

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 16

Languages Calastian, Dwarvish, Elvish, Elzan, Infernal, Ledean, Shelzari, Veshian, Zathisk

Challenge 6 (2,300 XP)

Indomitable (1/Day). Virduk can reroll a saving throw he fails. He must use the new roll.

Leadership (Recharges after a Short or Long Rest).

For 1 minute, Virduk can utter a special command or warning whenever a nonhostile creature he can see within 30 feet of him makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Virduk. A creature can benefit from only one Leadership die at a time. This effect ends if Virduk is incapacitated.

Special Equipment. Virduk normally wears *clothborn half plate**, a *periapt of proof against poison*, and a *ring of protection*. He also wears the *crown of Calastia*, which functions as a *headband of intellect*, and he wields the *royal scepter of Calastia*, an artifact that acts as a +3 *warscepter* that also combines the powers of a *ring of spell turning* and a *rod of rulership*.

ACTIONS

Multiattack. Virduk makes two melee attacks.

Royal Scepter. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, or 9 (1d10 + 4) piercing damage if wielded in two hands.

REACTIONS

Parry. Virduk adds 3 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

order, and Virduk's purpose is to make Calastia the greatest empire known in the history of the world. The king cares for very few people, among them his Grand Vizier Anteas and Queen Geleeda; he might even be said to love them, in his own way. Outside of that very small circle of people, Virduk sees people as pawns and tools to be wielded and set aside once they have served their purpose.

Combat

Virduk has extensive training in tactics and strategy. He is a capable warrior still, even in his old age. Yet Virduk should almost never be encountered alone, except under the most unusual of circumstances. He generally has a cadre of

seasoned royal guards defending him (all **veterans**), as well as at least one **priest** of Chardun and one or more **mag**s. He may also have Anteas near at hand, and the old wizard would defend the king with his life; Geleeda as well would defend him against most assailants.

Virduk makes use of all his available assets to defeat an enemy, but he does not start a fight unless it serves his purpose. Instead, his razor-sharp intellect and silver tongue are the potent weapons upon which he relies. If combat is unavoidable (a rare situation), the king also makes judicious use of his Leadership ability. He is not out for personal glory, but only to win, and thus no tactic or stratagem is too low or dishonorable.

Virduk: Brilliance and Prescience

Virduk is brilliant. He is a capable, cunning strategist. He is a social and political prodigy without equal. At times, his knowledge seems almost unnatural. He is always one step ahead. With the notable exception of his queen, he always seems to know exactly who his enemies are and how to foil their plans. Surely his insight cannot be natural.

The reason for the king's seemingly infallible knowledge is simple: Many years ago, in secrecy, he uncovered a relic of the Ancients called a *slarecian muse*. This strange stone, carved in the shape of a malformed human head, grants the king knowledge and insight, sending him visions of things and events, glimpses into the workings of other minds that should be impossible for a mortal to know. Not a single other being knows Virduk possesses this incredible device – not his queen Geleeda, not his confidant Anteas, not even Chardun himself. And if the muse has anything to say about it, Virduk is going to keep it that way.

Yonis Hevestian, Patriarch of Hedrad

At 87 years of age, Patriarch Yonis Sonyavar Hevestian is the eldest priest of Hedrada alive today in the city of Hedrad. As Yonis approaches his final judgment, though, fear overwhelms him, for he feels that his work in the mortal world is unfinished despite his many triumphs. Now, in the twilight of a long life that has seen service to Hedrada on both the bench of justice and in the church, Hevestian fervently prays that his god might transform him into a divine inquisitor so that he might continue to serve faithfully for eternity, both in the Timeless Vault and here on Scarn.

To that end, Yonis' research encourages him. Moreover, he believes that inquisitors—powerful beings that serve Hedrad, akin to Madriel's angels, said by some to have been raised up from mortals—have guided him spiritually. He has read reports and made powerful divinations that not only revealed several inquisitors of Hedrada active on Scarn, but also disclosed their mortal identities: In every case, the inquisitor was once a powerful patriarch who had participated in ruling Hedrad.

Recently, as Yonis' quest absorbs more of his time and he approaches his final accounting, some complain that he neglects his temporal duties. Still, in keeping with ancient tradition, the other priests of the high temple have begun preparing for the ritual by which Yonis' soul will be commended to the Lawgiver and sent on its final journey.

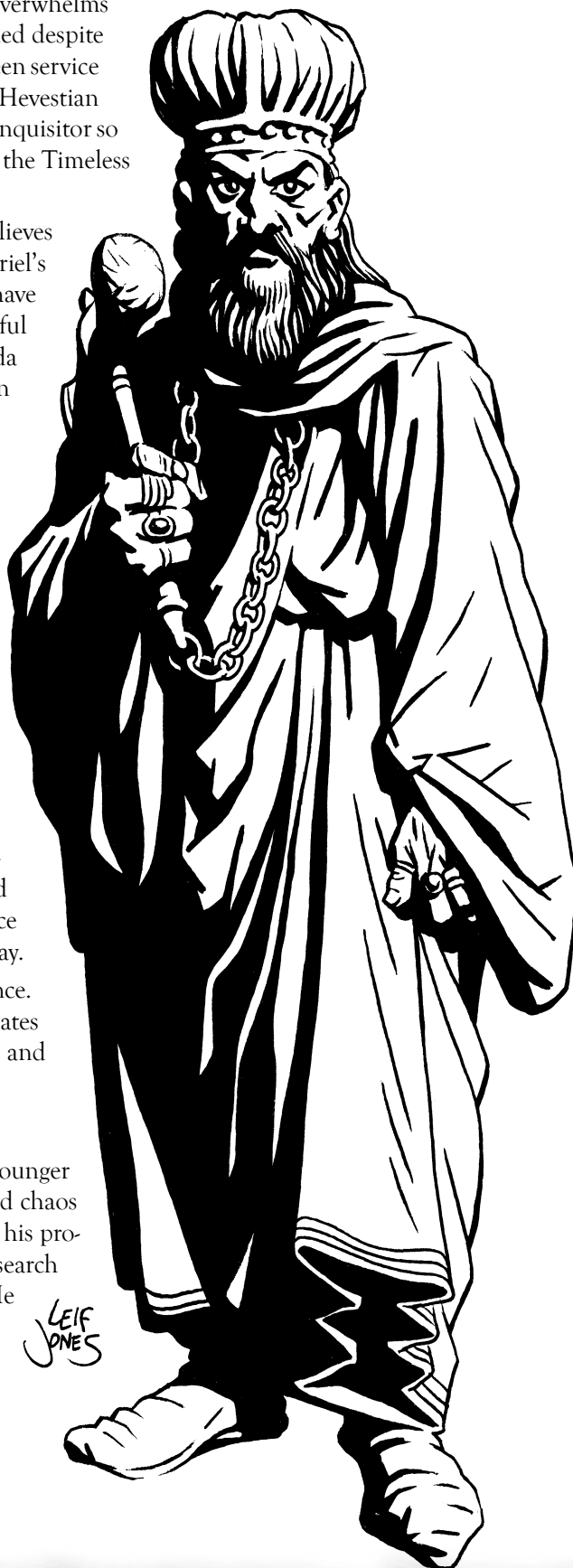
Roleplaying Notes

Yonis Hevestian is an unemotional but commanding figure. He once had a very powerful voice, although its quavering now reveals his great age, so he speaks only when he considers it critical. Hevestian wields great political and religious clout, having occupied over his long career all four positions in Hedrada's ruling theocratic council—the seats of Law, Education, and Prosperity, and also the High Seat of Justice. In fact, he has twice been the high priest of Justice, a seat currently held by Jaram Kalay.

All who worship the Lawgiver value Yonis' wisdom and experience. Unsurprisingly, he expects absolute obedience from subordinates and is scrupulous in his own observation of both spiritual and mortal laws.

Combat

Although Yonis undertook many quests for Hedrada in his younger days, he is no longer the physically powerful cleric who battled chaos in Ghelspad's furthest reaches. While his peers still call upon his prodigious spellcasting abilities, Yonis is usually left alone to research Hedradan lore or oversee the daily concerns of the church. He fights fiercely if he must, but he prefers the traditional role of healer and support caster, using his mighty spells to assist his allies, guards, and fellow priests.



YONIS

Medium humanoid (human), lawful neutral

Armor Class 20 (+2 plate armor)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	12 (+1)	20 (+5)	16 (+3)

Saving Throws Int +5, Wis +9, Cha +7

Skills Arcana +9, History +5, Insight +9, Perception +9, Religion +9

Damage Resistances damage from spells; psychic, radiant

Condition Immunities charmed, frightened

Senses truesight 60 ft., passive Perception 19

Languages Calastian, Celestial, Dwarvish, Hedraic, Infernal, Ledean, Veshian

Challenge 12 (8,400 XP)

Divine Acrimony. As a bonus action, Yonis can expend a spell slot to cause his melee weapon attacks to magically deal an extra 9 (2d8) psychic damage to a target on a hit. This benefit lasts until the end of the turn. If Yonis expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st.

Magic Resistance. Yonis has advantage on saving throws against spells and other magical effects.

Special Equipment. Yonis wears +2 plate armor and wields a +2 greathammer. He also wears a ring of judgment*.

Spellcasting. Yonis is a 20th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 19, or +11 to hit with spell attacks). Yonis has the following spells prepared:

Cantrips (at will): *guidance, enumerate*, light, mending, thaumaturgy, true strike*

1st level (4/day): *bane, bless, command, cure wounds, detect magic, guiding bolt, sanctuary, shield of faith*

2nd level (3/day): *calm emotions, detect thoughts, find traps, protection from poison, warding bond, zone of truth*

3rd level (3/day): *bestow curse, daylight, dispel magic, magic circle, remove curse, tongues*

4th level (3/day): *banishment, divination, guardian of faith, locate creature, scrying feedback**

5th level (3/day): *commune, geas, greater restoration, scrying*

6th level (2/day): *forbiddance, heal*

7th level (2/day): *divine word, symbol*

8th level (1/day): *holy aura*

9th level (1/day): *astral projection*

ACTIONS

Greathammer (Maul). *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 9 (2d8) psychic damage.

Divine Intervention (1/Week). Yonis can call on his deity to intervene on his behalf when the need is great. This intervention can take the form of any cleric spell or any domain spell from the Justice* or Knowledge domains.

Yugman the Great Sage

The Great Sage of Ghelspad. Wise Man in the Woods. Dwarf-Friend. Jackass Supreme. These are all names by which Yugman has been known. Few influential people across Ghelspad (and possibly all the Scarred Lands) have not heard of this legendary sage. His ways are strange, known only to himself, and he is generally thought of as a bit of a crackpot, yet one to be feared. Rumors abound claiming that Yugman is really some ancient demigod or dragon, or that his is a power older than the gods, or that he is one of Enkili's avatars. Of course, since Yugman might have started many of these rumors, no one can speak to their veracity.

What is known for fact is that Yugman is very old. He shows up in the records of the ancient Ledean Empire, and it is thought by loremasters that obscure mentions in even older texts might also refer to him. He has dwelt in his tower since before the gods arrived on Scarn, supposedly, and he has a habit of blasphemy. That is not to say he dislikes the gods, or that he favors the titans, so much as he simply tells things like they are, consequences be damned. Certainly, during the Divine War, neither god nor titan ever attempted to molest his tower.

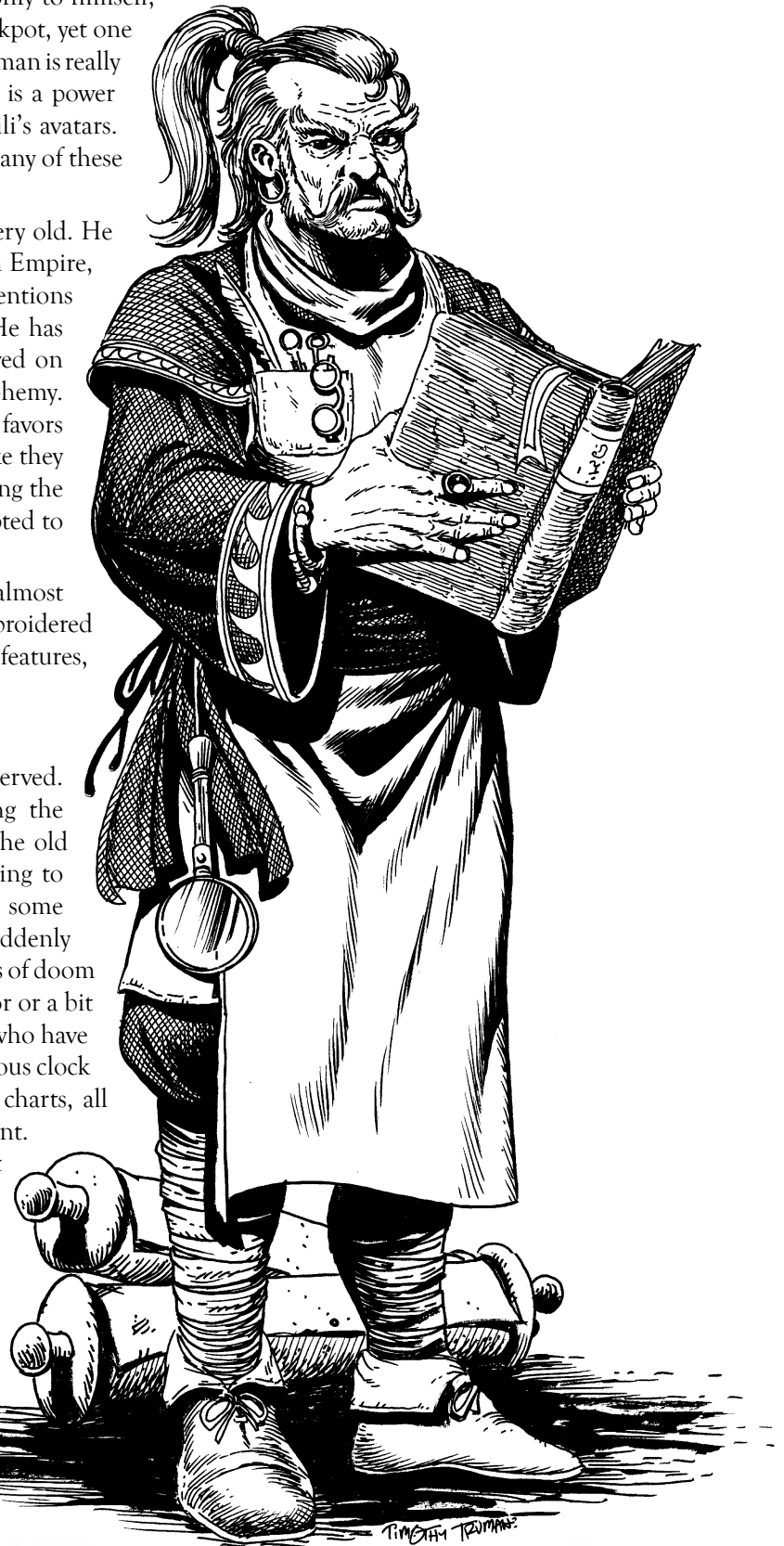
Yugman appears as a short, swarthy human, almost dwarvish in stature, who wears brilliant gold-embroidered vermilion robes. His face sports sharp, wizened features, bushy eyebrows, and a rather large nose.

Roleplaying Notes

Yugman's reputation for being odd is well deserved. On many a summer night, caravans passing the southern Fouled Forest have claimed to see the old sage standing on one of his balconies, shouting to the heavens and gesticulating wildly, as if in some great debate. Other times, he has appeared suddenly in courts across the continent to bring messages of doom and woe – or simply to ask for some small favor or a bit of a rare material he requires. The few people who have visited his tower sometimes speak of his wondrous clock room, filled with clockwork devices and star charts, all counting down in time toward some zero-point. (Perhaps that time is simply when Yugman must wind them back up again.)

The Great Sage never really explains himself or his plans. He does not give straight answers. He gives quests, tasks, and more questions. He does appreciate gifts, no matter how small or insignificant they might seem. (Except money – he has no use for money.)

Yugman is never malicious, but he can be quite decisive, assertive, and peremptory when he's annoyed.



YUGMAN

Medium humanoid, neutral

Armor Class 18 (ring of protection) (21 with mage armor)

Hit Points 165 (30d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	22 (+6)	20 (+5)	12 (+1)

Saving Throws Str +8, Dex +9, Con +9, Int +14, Wis +13, Cha +9

Skills Arcana +20, History +20, Nature +20, Religion +20

Damage Resistances damage from spells; bludgeoning, piercing, and slashing from magic weapon attacks that aren't also adamantite

Damage Immunities fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses truesight 60 ft., passive Perception 15

Languages all (permanent tongues)

Challenge 24 (62,000 XP)

Grant Spell Boon. Yugman can grant the ability to cast any spell he has prepared to another creature he touches. Granting a spell requires an amount of time equal to that spell's casting time. Yugman expends a spell slot as if he were casting the spell; instead of taking effect immediately, however, the spell is held by the target creature, who must concentrate as if the target were maintaining a spell. At any time, the target may use an action to cast the held spell, using a spell slot of the same level as that granted by Yugman. If the target does not cast the spell before the end of its next long rest, the spell is lost.

Yugman cannot grant a spell to a construct or an undead creature.

Legendary Resistance (Recharge 4-6). If Yugman fails a saving throw, he can choose to succeed instead.

Magic Resistance. Yugman has advantage on saving throws against spells and other magical effects.

Special Equipment. Yugman carries a *staff of the magi*. He wears a *ring of fire elemental command* and a *ring of protection*.

Spellcasting. Yugman is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 21, +15 to hit with spell attacks), and he does not require material

components to cast his spells. Yugman normally has the following spells prepared:

Cantrips (at will): *fire bolt*, *message*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st level (4/day): *alarm*, *expeditious retreat*, *identify*, *mage armor*, *magic missile*, *shield*

2nd level (3/day): *acid arrow*, *aegis**, *blur*, *detect thoughts*, *mirror image*, *misty step*

3rd level (3/day): *counterspell*, *glyph of warding*, *fly*, *haste*, *slow*

4th level (3/day): *banishment*, *confusion*, *faithful hound*, *mage daggers**, *scrying feedback**

5th level (3/day): *cone of cold*, *contact other plane*, *legend lore*, *wall of force*

6th level (3/day): *eyebite*, *flesh to stone*, *wall of ice*

7th level (3/day): *delayed blast fireball*, *forcecage*, *persistent lightning**

8th level (2/day): *antimagic field*, *maze*, *repeated teleport**

9th level (2/day): *imprisonment*, *shapechange*

Unarmored Defense. While he is wearing no armor and not wielding a shield, Yugman's AC includes his Intelligence modifier.

ACTIONS

Staff of the Magi. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if wielded in two hands.

REACTIONS

Blazing Retribution (Recharge 4-6). When Yugman is damaged or scried upon by another creature, he can make a Blazing Retribution attack against that creature. *Ranged Spell Attack.* +15 to hit, range unlimited (same plane), one target. *Hit:* 55 (10d10) fire damage. This damage ignores resistance to fire.

LEGENDARY ACTIONS

Yugman can take 3 legendary actions, choosing from the options below. He can use only one legendary action option at a time, and only at the end of another creature's turn. Yugman regains spent legendary actions at the start of his turn.

Cantrip. Yugman casts a cantrip he knows or one from his *staff of the magi*.

Dimension Trick. Yugman casts any one of *meld into stone*, *misty step*, or *rope trick* without expending a spell slot.

Phase Slide (2 Actions). Yugman casts any one of *dimension door*, *freedom of movement*, or *passwall* without expending a spell slot.

When confronted with unwanted guests, he is rude or short-tempered until they prove themselves worth his time. However, it is also said that he only acts annoyed as a means of coercion or manipulation, or perhaps just for fun, for Yugman is always capricious and does things seemingly for his own amusement.

Combat

As one of the most powerful beings to walk the waking world, Yugman fears little in the way of direct physical confrontation. His vast abilities mean that he is rarely, if ever surprised and is almost always prepared with a host of relevant spells. As an example of his power, during the last

known siege of his tower, Yugman watched as the high gorgons came with an army of titanspawn. He simply smiled and enjoyed the show as the titanspawn suddenly slipped their master's control and proceeded to devour the high gorgons.

In any personal confrontation, should such a thing even occur, the GM should assume Yugman probably had some foreknowledge of the fight and has numerous applicable protections, wards, abjurations, and enhancements already in place.

Yugman's Lair

Yugman lives alone in a white tower in the southern reaches of the Fouled Forest. Visible for miles, the tower has a sinister reputation as a place of inexplicable power.

Lair Actions

On initiative count 20 (losing initiative ties), Yugman takes a lair action to cause one of the following effects:

- Yugman rolls a d10 and regains a spell slot of that level or lower. If he has not expended any spell slots of that level or lower, nothing happens.
- Yugman casts *dispel magic* (5th-level version) without expending any spell slots, targeting any one spell or magical effect.
- Yugman chooses one creature he can see within 60 feet of him. That creature must make a DC 19 Intelligence saving throw. If the target fails the save, the target is teleported to any other unoccupied location within the lair.

Regional Effects

The region surrounding Yugman's tower is warped by his magic in the following ways:

- Swirling mists, thick foliage, shifting terrain, dancing lights, and strange sounds hamper and confuse travelers. The land within 6 miles of Yugman's lair is both lightly obscured and difficult terrain.
- Creatures seeking Yugman's tower that have not been invited to visit are likely to become disoriented and lost. Such creatures traveling within 3 miles of the tower suffer disadvantage on all ability checks made to navigate or find one's way toward the tower.
- Yugman's tower is warded against the magical travel of creatures Yugman hasn't authorized. Creatures cannot teleport into or out of the tower or use planar travel to enter or leave. If Yugman authorizes a creature to use such magic within the tower, that creature can use effects that allow teleportation or planar travel freely within the fortress, but not to enter or leave the tower.

If Yugman is slain, the obscuring and disorienting effects of the terrain surrounding his tower fade over the course of 1d3 days. The limitation on magical travel into or out of his tower remains in effect indefinitely.

Yvestil, Mistress of Glivid-Autel

Common necromancers, such as those of Hollowfaust, remain living and thus fundamentally apart from their objects of study. Most of these necromancers are mere dabblers compared with those who embrace undeath itself: the loathsome and repellent crypt lords. In Glivid-Autel, Ghelspad's most twisted necromancers practice the ancient craft of becoming undead.

The crypt lord (or crypt *lady*, as she prefers) called Yvestil, Mistress of Glivid-Autel, is known throughout the necropolis as an especially ambitious practitioner of the black arts. Not only has she made necromancy her life's work, but she is a leading scholar in the area of rituals and spells powered by humanoid sacrifice. Mistress Yvestil has broken new ground in this field, for which she has earned great renown among her peers.

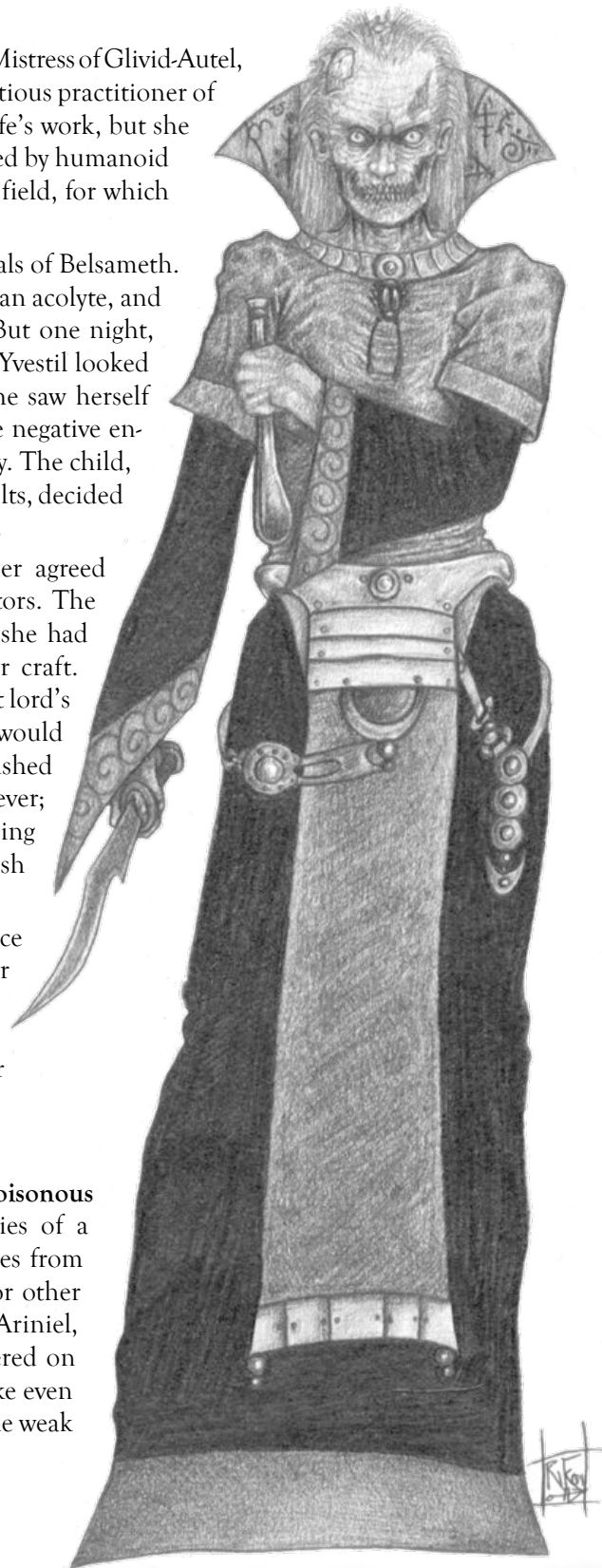
Her priestess-mother first taught young Yvestil the rituals of Belsameth. At just 12 years of age, the precocious Yvestil qualified as an acolyte, and her mother prepared her for induction into the faith. But one night, after completing the Sacrament of the Eclipse, the child Yvestil looked upon the waning moon and beheld a cryptic vision: She saw herself transformed into an incarnation of undeath and felt the negative energies of the cosmos coursing through her immortal body. The child, already far more intelligent and dangerous than many adults, decided to shun the priesthood and instead take up necromancy.

Seeing her daughter's determination, Yvestil's mother agreed and hired several accomplished specialist wizards as tutors. The girl immediately took to her studies; by the age of 17, she had surpassed the necromancers brought to teach her their craft. When sufficiently powerful, she began to pursue the crypt lord's path. Since then, her power has grown swiftly – some would say unnaturally – winning the enmity of her less accomplished colleagues. The price of her power is considerable, however; Yvestil has clearly lost much of her humanity, transforming into a pale, skeletally thin creature with parchment-like flesh and hollow, faintly glowing green eyes.

Much of Mistress Yvestil's black art involves the sacrifice of innocent creatures, along with the preservation of their bodily fluids, organs, and limbs in specially prepared urns, vases, canopic jars, and other arcane containers. She favors human and dwarven skin when binding her many books.

Roleplaying Notes

Like her familiar, the skeletal snake Eboe (use **giant poisonous snake** stats, but add the vulnerabilities and immunities of a skeleton), Mistress Yvestil prefers to strike at her enemies from hiding, whether those enemies are rival necromancers or other foes beyond her city's walls. Her most hated enemy is Ariniel, the Swan Knight of Ghelspad, whom she has encountered on more than one occasion. Evil in a manner that must make even her matron goddess proud, Yvestil gleefully preys upon the weak while avoiding or crippling the strong.



YVESTIL

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	18 (+4)	14 (+2)	13 (+1)

Saving Throws Con +6, Int +8, Wis +6

Skills Arcana +8, History +8, Religion +8

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Asaath, Dunahn, Infernal, Ledean, Leonid, Satak, Ukrudan

Challenge 10 (5,900 XP)

Harvest Life (1/Turn). When a creature that is neither a construct nor undead within 30 feet of Yvestil dies, she regains 18 (4d8) hit points.

Special Equipment. Yvestil wears a robe of the underworld¹ and possesses a canopic urn of the undead¹. She usually has one or more useful potions or scrolls with her as well.

Spellcasting. Yvestil is a 14th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *minor illusion*, *mage hand*, *ray of frost*

1st level (4/day): *animate undead minion**, *sleep*, *spectral hand**

2nd level (3/day): *blindness/deafness*, *levitate*, *misty step*, *shadow bolt**

3rd level (3/day): *adamantine undead**, *animate dead*, *fear*, *vampiric touch*

4th level (3/day): *black tentacles*, *inflict susceptibility**

5th level (2/day): *arcane hand*, *aura of death**, *wall of force*

6th level (1/day): *circle of death*

7th level (1/day): *finger of death*

ACTIONS

Withering Touch. *Melee Spell Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) necrotic damage. The target can't regain hit points until the start of Yvestil's next turn.

Combat

Like many Glividian necromancers, Yvestil leaves the city only in the company of powerful guardians, whether mercenary henchmen, powerful undead servitors, or summoned outsiders. Before exposing herself to the dangers that lie outside Glivid-Autel, Yvestil casts her defensive

spells. In battle, she lets her bodyguards and monsters take the brunt of any attack, casting powerful death spells from the rear. Hard pressed, she flees rather than fights.

The spells shown here are those Yvestil normally prepares when venturing beyond Glivid-Autel's walls. In her own lair, she may have one or two utility spells replacing offensive ones.

Zarra Redbraid, Destined Champion

As a child, Zarra Redbraid, born to a Helliann sorceress in an Albadian tribe, witnessed constant wars with goblinoids, trolls, giants, and other titanspawn. When she took up a heavy branch and used it as a club to defend her tribal encampment, slaying three ferals by herself, her elders knew that she was destined for greatness. Over the next few years, the young warrior gained a fierce reputation. When her mother received a vision showing that her daughter's destiny lay outside of the village, Zarra left without hesitation and wandered Albadia, fighting monsters in the foothills of the Titanshome Mountains, meeting and befriending other human and orc tribes, and even visiting a few of Albadia's southern cities.

In the town of Yorek, a chieftain asked for her aid. A great magical boar known as an iron tusker plagued his lands, and he begged her to end the beast's reign. Agreeing, Zarra tracked the beast and defeated it, but not before breaking her sword and suffering grievous injury. Yorek's chief ordered his healers to tend to the warrior's wounds and sent messengers to find her kinsmen and tell them of her bravery. After several weeks abed, delirious and close to death, Zarra's wound finally healed, leaving a fearful scar that stretched from right shoulder down to her hip.

Soon after, a group of Zarra's tribesmen arrived, led by her mother, now a respected wise-woman. To conceal the worst of Zarra's scar, her mother inscribed a special ice-

wrack dragon tattoo upon her flesh that began at her ankle, wound up her leg and around her back, and ended above her navel. Yorek's chieftain also offered to reward Zarra; his master blacksmith took one of the slain monster's tusks and, working with Zarra's mother, crafted a magical blade for her from the deadly tooth.

Since then, Zarra has roamed further across Albadia, but she returns periodically to her tribe with wealth and tales of adventure. A famous presence in the north, today Zarra's legend grows even beyond her people's campfires.

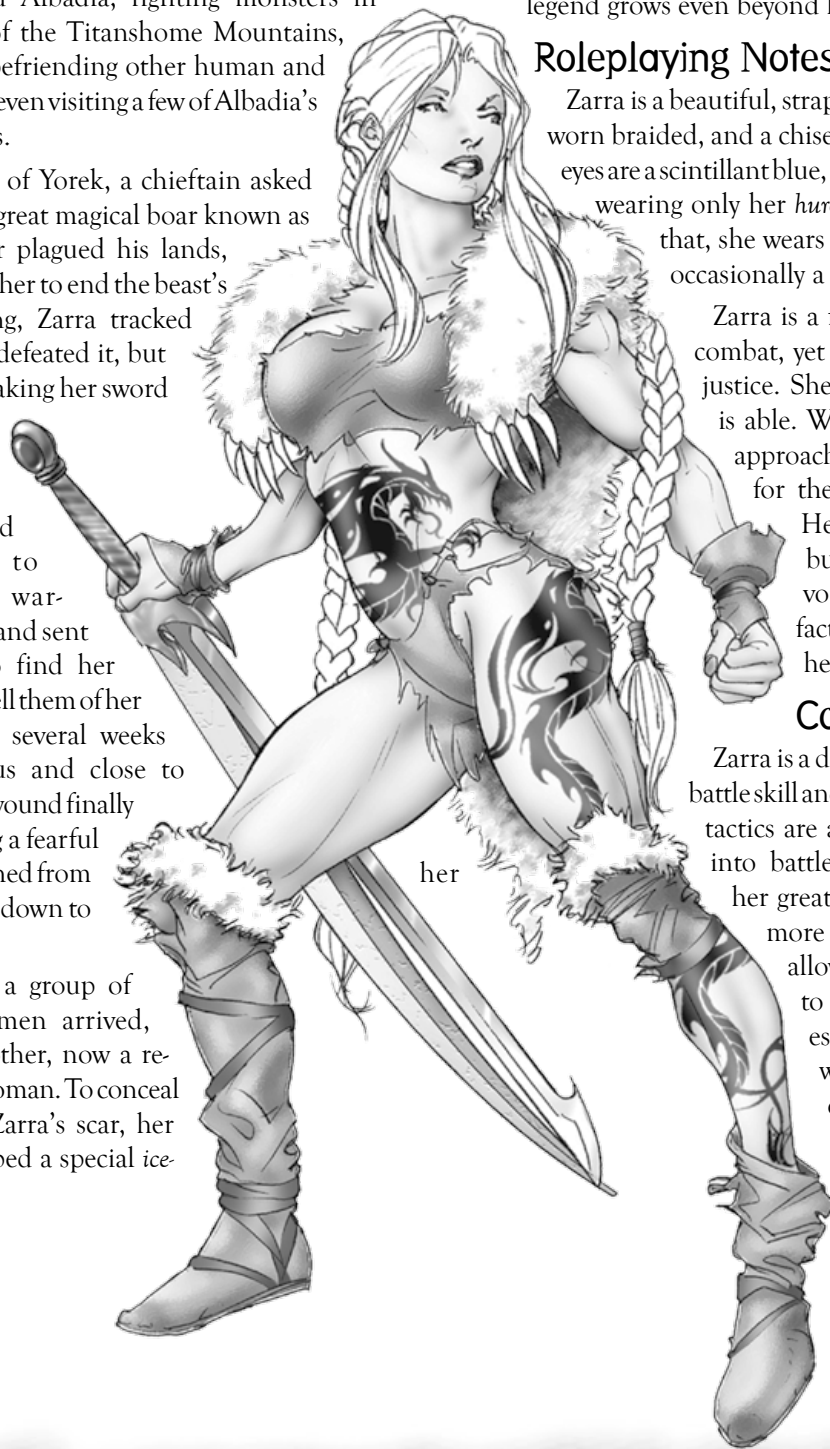
Roleplaying Notes

Zarra is a beautiful, strapping woman with long red hair, worn braided, and a chiseled, high-cheekboned face. Her eyes are a scintillant blue, and she normally eschews armor, wearing only her *honor's hide* for protection. Beyond that, she wears simple tunics, fur leggings, and occasionally a black cloak.

Zarra is a fierce warrior who never shuns combat, yet who retains an innate sense of justice. She helps travelers in need as she is able. While she is generally sociable if approached peacefully, she has little use for the trappings of foreign nations. Her stock of songs is considerable, but she is no bard, and her singing voice leaves much to be desired (a fact that few of her friends have the heart to tell her).

Combat

Zarra is a deadly warrior, with a barbarian's battle skill and a sorceress's magic. Her combat tactics are anything but subtle. She wades into battle without hesitation, swinging her greatsword as though it weighed no more than a toothpick, and she never allows evil opponents or titanspawn to escape if she can help it. She is especially fond of slaying trolls, who were one of her people's cruelest and most persistent foes when she was a child.



ZARRA

Medium humanoid (human), chaotic good

Armor Class 18 (*huror's hide*)

Hit Points 102 (12d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
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17 (+3)	15 (+2)	19 (+4)	14 (+2)	15 (+2)	17 (+3)
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Saving Throws Str +6, Dex +5, Con +7

Skills Athletics +6, Perception +5, Persuasion +6, Survival +5

Damage Immunities cold

Senses passive Perception 15

Languages Albadian, Darakeene, Dwarvish, Elvish, Ledean, Orcish, Veshian

Challenge 6 (2,300 XP)

Rage (4/Day). On her turn, Zarra can enter a rage as a bonus action. While raging, she gains the following benefits:

- She has advantage on Strength checks and Strength saving throws.
- She gains a +2 bonus to melee damage rolls.
- She has resistance to bludgeoning, piercing, and slashing damage.

Each use of rage lasts for 1 minute. It ends early if Zarra is knocked unconscious or if her turn ends and she hasn't attacked a hostile creature since her last turn or taken damage since then. She can also end the rage on her turn as a bonus action.

Zarra can cast sorcerer spells and maintain concentration on them while raging.

Special Equipment. Zarra wears a *huror's hide** and possesses the famed blade called *Irontusk*[†]. She also has an *icewrack dragon tattoo** that covers much of her torso and upper left leg.

Spellcasting. Zarra is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She knows the following sorcerer spells: Cantrips (at will): *fire bolt*, *light*, *mage hand*, *mending*, *true strike*

1st level (4/day): *burning hands*, *detect magic*, *expeditious retreat*

2nd level (3/day): *aegis**, *spider climb*

Unarmored Defense. While she is wearing no armor and not wielding a shield, Zarra's AC includes her Constitution modifier.

ACTIONS

Multiattack. Zarra makes three attacks with *Irontusk* (this includes the extra attack granted by the sword) or two ranged attacks.

Irontusk (Greatsword). *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Dart. *Ranged Weapon Attack.* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. Zarra normally carries 6 darts.



appendix a: Magic Items

The following magic items appear in the various NPC stat blocks throughout this book, but they can be used as the GM sees fit.

Asaatthi Battle Ring

Ring, very rare (requires attunement by an arcane spellcaster)

This cunningly crafted silver ring has 5 charges. The ring recovers all its expended charges each day at dawn.

As a bonus action, you can convert any number of the ring's 5 charges to a bonus spell slot of the same level. For example, if you expend 3 charges, you gain a 3rd level spell slot. You must use the bonus spell slot before the end of your next turn or it is lost.

Ashen Powder

Lore. This fine black powder is made from the charred bones of people killed using negative energy effects. Galdor the Deathless often uses the powder for show, killing assembled villagers as an example to his subordinates. He has been known to give favored minions pouches of the powder for their own use in deterring pursuit from powerful enemies.

Wondrous item, rare

Found in a small pouch, this powder resembles very fine ash. There is enough of it for one use.

When you use an action to throw a handful of the dust into the air, each creature of non-evil alignment within 30 feet of you (including you, if your alignment is good or neutral) must succeed on a DC 14 Constitution saving throw. A creature takes 6d8 necrotic damage on a failed save, or half as much damage on a successful one.

The powder has no effect on undead or constructs.

Barbed Armor

Lore. This ugly, perpetually blood-stained, yet marvelously effective suit of armor is every bit as offensive, filthy, and violent as its wearer, Galdor the Deathless. The armor's chest plate bears four odd chain extensions, two in the front and two at back, that end in terrible hooks and spikes. These odd extensions would seem cumbersome, were the chains not animated with a bloodlust of their own.

Armor (banded), very rare (requires attunement)

Four crude lengths of chain dangle from this suit of armor, rattling as you move and giving the impression that the armor is poorly constructed. While wearing *barbed armor*, you gain a +1 bonus to AC.

In addition, you can speak a command word as a bonus action to cause the chains to sprout barbs and animate. As long as the chains remain animated, when a creature that moves within 10 feet of you or starts its turn there, you can make a melee weapon attack against that creature as a reaction, using the armor's barbs. The armor barbs count as a finesse weapon with a reach of 10 feet, dealing 2d6 piercing damage on a successful hit.

The chains remain animated for up to 1 minute, until you use a bonus action to end the animation, or until you are incapacitated or die. After you animate the chains, you must finish a short or long rest before animating them again.

Battle Glove

Weapon (claw gauntlet), rare (requires attunement)

This ornately worked leather glove has three metal blades that extend out 6 to 8 inches. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While you wear a pair of these gloves, and you also gain a +1 bonus to your Armor Class.

Bloodfang

Lore: This nasty little blade has developed a reputation throughout much of Calastia, Lageni, and parts of Durrover. It is said to have been carved from a giant serpent's tooth.

Weapon (dagger or shortsword), rare (requires attunement)

When you score a critical hit with this magic weapon, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Bone Quills

Wondrous item, uncommon (requires attunement)

These long, sharp bone pins are worn in one's hair. In addition to being attractive fashion accessories, they can serve as a means of defense at times when other weapons might prove socially inconvenient.

As a bonus action, you can draw up to three quills from your hair. Each *bone quill* can be thrown as a magic dart. The quills replenish themselves as fast as they are thrown, never running out. Once drawn, a quill vanishes after 1 round.

Bones of Protection

Lore. This decoration, of the sort often worn among the wood elves of the Ganjus, is constructed of small bones from various animals. Such trinkets are generally pierced into the flesh of one's chest, shoulders, and abdomen, or worn as other cultures might wear ear or nose rings.

Wondrous item, uncommon (requires attunement)

You have a +1 bonus on Constitution saving throws. At the end of a short or long rest, you gain a number of temporary hit points equal to your Hit Dice.

Canopic Urn of the Undead

Lore. Necromancers across the Scarred Lands create these crude clay urns to fashion a portable undead servant. The necromancer places the specially prepared heart and ashes of a murdered humanoid within the urn, which has been treated with dark alchemical mixtures and powerful necromantic magic.

Wondrous item, very rare (requires attunement by a spellcaster)

You can use an action to conjure a **mummy** from the urn to serve you for up to 1 hour. Once

you use the urn in this way, you can't use it again until the following dusk.

If the mummy is destroyed, the urn becomes inert. It cannot be used to summon another mummy until the *create undead* spell is cast upon it.

Corpseskin Belt

Lore. The necromancers of Glivid-Autel created this gruesome piece of apparel, which resembles a belt of pale, braided leather. While it does not grant the perpetual youth that the Society of Immortals seeks, the belt does provide a considerable measure of supernatural vitality and robustness. The belt is braided from the flayed and treated skins of sapient humanoids.

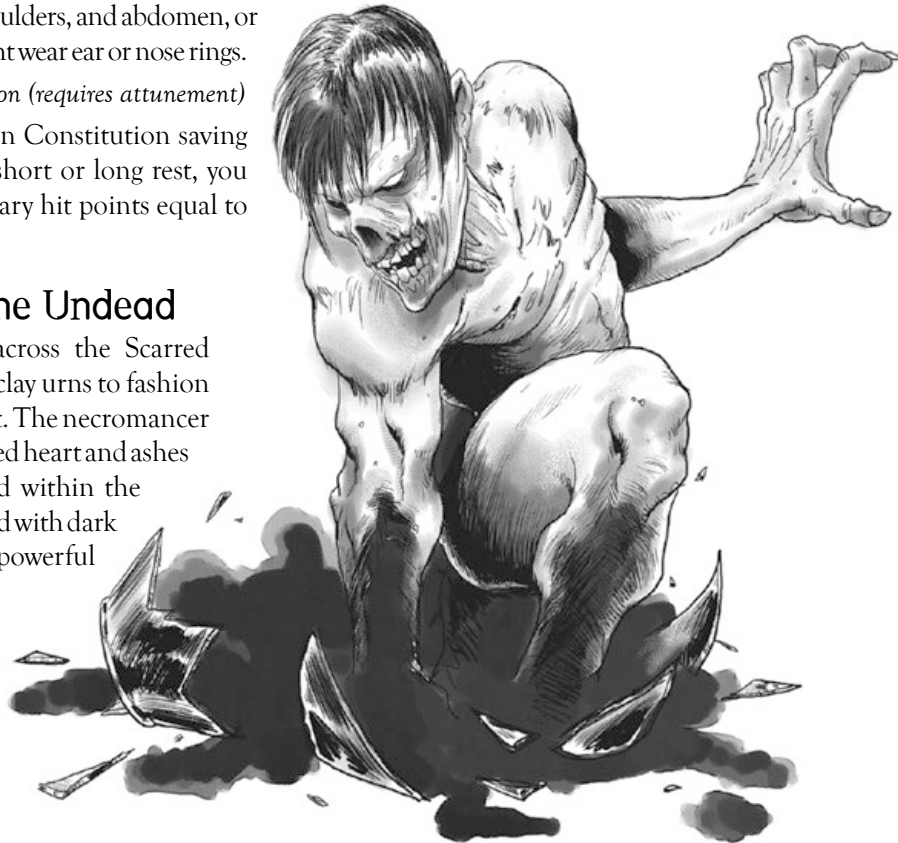
Wondrous item, rare (requires attunement by a cleric, warlock, or wizard)

The belt has 7 charges. It recovers all its expended charges each day at dusk.

You can use your action to expend one or more charges. For 1 charge, you can *false life* as a 1st-level spell. You can increase the slot level of the spell up to 7th by expending 1 additional charge per extra spell level when you expend the first charge.

Circlet of the Iron Mind

Lore. This headgear appears to be an unobtrusive band of burnished gold. Close inspection reveals that the burnishing is, in fact, innumerable tiny runes etched upon the



surface. A single row of similar runes is inscribed around the circlet's inner circumference. The first such circlet predates the Titanswar.

Wondrous item, very rare (requires attunement)

While you wear this circlet, you gain resistance to psychic damage, and you cannot be charmed.

In addition, you have advantage on saving throws against enchantment and illusion spells, and you are immune to spells or effects that would read your emotions or thoughts, such as *detect thoughts*.

Crimson Warstaff

Lore. This powerful item seems to have been crafted from gleaming red glass, with tiny runes of power etched across its surface. It vaguely resembles a stylized, serpentine red dragon, with its head at the top and its tail twisting gracefully downward. Anteus labored on this staff for many years and counts it among his greatest achievements.

Staff, legendary (requires attunement by a sorcerer, warlock, or wizard)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding the staff, you gain a +2 bonus to Armor Class and saving throws.

The staff has 50 charges for the following properties. The staff regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d12 + 1 charges.

Striking. When you hit with a melee attack using the staff, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d8 force damage.

Cantrips. While holding this staff, you can use an action to cast one of the following cantrips, using your spell save DC and spell attack bonus: *acid splash*, *fire bolt*, *ray of frost*, *shocking grasp*.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *chain lightning* (6 charges), *cone of cold* (5 charges), *dispel magic* (3 charges), *fireball* (7th-level version, 7 charges), *globe of invulnerability* (6 charges), *ice storm* (4 charges), *lightning bolt* (7th-level version, 7 charges), *magic missile* (3rd-level version, 3 charges), *telekinesis* (5 charges), *wall of fire* (4 charges), *wall of ice* (7 charges), or *wall of force* (5 charges).

Crossbow of Accuracy

Weapon (crossbow, light or heavy), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this weapon.

Attacking with this weapon at long range does not impose disadvantage. Further, your ranged attacks with this weapon at close range ignore half-cover and three-quarters cover.

Darkaxe

Lore: A *darkaxe* is seemingly crafted from shining black, razor-sharp obsidian. Legend holds that one of Vangal's great warrior-priests first forged such a weapon during the bloodiest and darkest time of the Titanswar. In recent years, a *darkaxe* was bestowed upon the Hunter of Vesh by a mysterious wandering priest of Vangal as an expression of the Ravager's favor.

Weapon (battleaxe or greataxe), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you attack using a *darkaxe*, you score a critical hit on a roll of 19 or 20.

Whenever the axe successfully hits a creature, the target must make a DC 12 Wisdom saving throw or be frightened for 1 minute. While it is frightened, the target's speed is reduced by half, rounded down to the nearest 5 feet. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the axe's fear effect for the next 24 hours.

Devil Cloak

Lore. This dark red cloak curls about its wearer in an unseen wind, moving almost as though it were a living thing. As it twists and turns, it exudes a faint whiff of brimstone. Chardun's priests made these cloaks from the hides of fallen devils during the Divine War, bestowing them upon some of his most favored generals across Scarn. Most of them, save the one Archduke Traviak wears, are thought to have perished in battle near what is now the Mounds of Man.

Wondrous item, legendary (requires attunement)

If a titanspawn or a chaotic good creature tries to attune to this cloak, there is a 25 percent chance that a pit fiend appears and tries to kill the creature at some time within the next 1d6 days.

Protection. While you wear this cloak, you gain a +1 bonus to saving throws. You also gain resistance to fire and poison damage, and you are immune to the poisoned condition.

See in Darkness. You can see perfectly in darkness, even darkness of the magical variety.

Devil Wings. In an area of dim light or darkness, you can use your action to have the cloak transform into a pair of batlike wings, allowing you to fly at a speed of 40 feet. Transforming the wings back into a cloak requires another action.

Summon Devil. You can use your action to summon a fiend (devil only) with a challenge rating of 3 or lower to serve you for up to 1 hour. This ability otherwise functions as the spell *conjure celestial*. Once you use this property of the cloak, you can't use it again until the next dusk.

Dweomer Crystal

Wondrous item, very rare (requires attunement by a spellcaster)

This bright-colored, faintly glowing crystal has 10 charges. You can use these charges to cast any spell of 5th level or lower from your class's spell list, ignoring material components. You do not need to have the spell prepared, nor even know it: It must simply appear on the spell list for your class, and it must be of a level you can normally cast. You cannot cast a spell using a slot of a higher level than those you normally possess or, in any case, higher than 5th level.

When you cast a spell this way, rather than expending a spell slot, you drain a number of charges from the crystal equal to the level of the spell slot used. For example, casting a 5th-level spell (or a lower level spell using a 5th-level spell slot) drains 5 charges from the crystal. If you try to cast a spell using a spell slot of a level higher than the remaining number of charges, the spell fails.

A *dweomer crystal* weighs about 1 pound. It has 1 hit point and an AC of 12. If destroyed, it explodes outward in an area with a radius of 20 feet. Each creature within the area takes 1d6 points of force damage per remaining charge. This damage can be halved by a successful DC 13 Dexterity save.

Once all its charges are expended, the *dweomer crystal* loses its glow and becomes a nonmagical crystal that can be used as an arcane focus.

Ebalo's Bracers

Lore. These heavy bronze bracers are decorated with ancient Elzan symbols. They partially cover the back of the wearer's hand and attach to a sturdy bronze ring worn on the middle finger.

Wondrous item, very rare (requires attunement)

While wearing these bracers, you gain a +1 bonus to AC and on saving throws if you are wearing no armor and using no shield. You also have advantage on Strength (Athletics) or Dexterity (Acrobatics) checks made to escape a grapple.

In addition, the two bracers each have a sheath that can hold a dagger. You can draw or sheathe one or both daggers as a bonus action.

Fey Staff

Lore: A fey princess of the woodlands surrounding Vera-Tre awarded a *fey staff* to the druid Andelais after he accepted her challenge to clear her grove of all the broken sticks and limbs left by a great storm that had blown through the area. Where many had failed, Andelais succeeded by putting the surrounding forest to work gathering the fallen sticks up for several hours, using an *animate objects* scroll. How Andelais and the princess occupied themselves during that time is a matter of potentially indecorous speculation.

Weapon (quarterstaff), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Against any creature affected by *faerie fire*, this bonus increases to +3.

Whenever the staff successfully hits a creature, the target must make a Dexterity saving throw (either DC 11, or using your spell save DC, whichever is higher). On a failed save, the target is affected by the spell *faerie fire* for 1 minute.

Fists of Vangal

Lore. The "Fists of Vangal" are a pair of fearsome battleaxes called *Executioner* and *Gravedigger*. Each blade has an ebony haft and a wicked black blade that constantly gleams with fresh blood. Although covered in gore, the blades' runic inscriptions can clearly be seen, as can Vangal's symbol, the bloody, cloven shield.

Weapons (battleaxes), very rare (requires attunement)

Powers. You gain a +1 bonus to attack and damage rolls made with these magic weapons. When you score a critical hit with one of them, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Healer's Ring

Lore. These marvelous gold and platinum rings, fashioned in the form of a serpent twining about itself, are most often created and worn by oracles of the Order of the Seal. Over time, they effectively grant the wearer much more flexibility in terms of the spells they may learn.

Ring, rare (requires attunement by a divine spellcaster)

While you wear this ring, you are considered to know the following spells and have them prepared: *cure wounds*, *lesser restoration*, *remove curse*. You can cast the spell only if you have a spell slot of sufficient level available.

Holy Pennant

Lore. This pennant is 4 feet long and 1 foot wide at the hoist. Bright blue in color, it bears the image of a white swan at its center — the sigil of Orana, the first swan knight. Ariniel normally bears this pennant affixed to her lance.

Wondrous item, very rare (requires attunement by a creature of good alignment)

As an action, you may hoist this pennant aloft or plant it in the ground on the end of a spear, lance, pole, or standard. Once you do so, a soft, warm light washes out from the pennant in a 30-foot radius. Creatures of good alignment within that radius shed dim light in a 5-foot radius and have advantage on all saving throws, as well as advantage on attack rolls against evil creatures.

Hunger Pastry

Wondrous item, uncommon

These delicious thumb-sized pastries are filled with jellied fruit or a similar confection. They are so delectable that few can resist eating them. After eating a *hunger pastry*, you must make a DC 13 Will saving throw or be affected as if by a *suggestion* to take no action other than to eat every other edible item you can find.

Curse. This item is cursed, a fact that is revealed only when an *identify* spell is cast on the pastry. Once you eat this cursed wondrous item, you can't stop eating unless you are targeted by the *remove curse* spell or similar magic, or until 8 hours pass. While under the influence of the pastry's curse, you have disadvantage on Wisdom (Insight) and Wisdom (Perception) checks.

Irontusk

Lore: This slightly curved greatsword is crafted from the tusk from an iron tusk (a magical giant boar). The wooden grip is of high craftsmanship, ornately carved and wrapped in the hide of the slain tusk.

Weapon (greatsword), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon, and you can make one extra attack with it as part of the Attack action (in addition to any extra attacks you receive due to class features or feats).

Karbrud's Fang

Lore: Karbrud, the Jade Hound, was one of the titan Gaurak's three great hunting beasts, known for its unearthly speed and its immunity to afflictions; the unique blade that Hassek Ruukbrood carries was allegedly fashioned from one of Karbrud's teeth. The blade is yellowish-white, set into a grip of cold iron.

Weapon (dagger), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon, and you can make one attack with it as a bonus action on each of your turns.

In addition, while you possess this weapon, your speed increases by 10 feet. Your movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained. You can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled. Finally, being underwater imposes no penalties on your movement or attacks.

Oroladis

Lore. This silver longsword, with a fine network of vines, leaves, and tiny flowers etched along its blade. Its silvery scabbard features finely crafted etchings of maidens and swans.

Weapon (longsword), legendary (requires attunement by a paladin)

Oroladis is a magic, sentient silver longsword that grants a +3 bonus to attack and damage rolls made with it. It deals an extra 2d10 radiant damage to fiends and undead.

The sword has the following additional properties.

Aura of Magic Resistance. While you hold the drawn sword, it creates an aura in a 10-foot radius around you. You and all creatures friendly to you in the aura have advantage on saving throws against spells and other magical effects. If you have 17 or more levels in the paladin class, the radius of the aura increases to 30 feet.

Levitation. While the sword is on your person, you can use an action to cast *levitate*. You can use this ability three times. The sword recovers all its expended uses of this ability each day at dawn.

See Invisibility. While you hold the sword, you can see invisible creatures and objects.

Sentience. *Oroladis* is a sentient neutral good weapon with an Intelligence of 13, Wisdom of 15, and a Charisma of 17. It has hearing and normal vision out to a range of 60 feet.

The weapon can speak, read, and understand Celestial, Ledeian, and Veshian, and it can communicate telepathically with its wielder. It can also read all languages as if by *comprehend languages*, and it can *read magic* at will.

Personality. The sword's special purpose is to avenge abused or dishonored women. The blade speaks in a commanding feminine voice and believes it knows Madriel's will better than any mortal wielder.

Prophet's Vanity

Lore. This small, oval mirror measures about 6 inches tall and 4 inches wide. A finely crafted pewter frame, engraved with various symmetrical designs, surrounds the silvery glass. The frame also sports fastenings so that it could be hung by a chain from a hook.

Wondrous item, rare (requires attunement by a spellcaster)

While you are attuned to the vanity, you are considered to know the *clairvoyance* and *scrying* spells, which are treated as class spells for you and do not count against your known spells. Even though you know these spells, you must be of sufficient level to cast them. The vanity counts as the special focus required to cast either spell.

In addition, any divination spell directed at you instead reports information as though the divination had been directed at the caster herself. Thus, if another wizard attempted to scry your location, she would instead see herself and her own surroundings.

Ravager's Mask

Lore. This mask is made from the flesh of a humanoid slain while suffering from a fear effect. It is crafted to resemble Vangal's symbol, a cloven shield.

Wondrous item, rare (requires attunement by an evil cleric)

This mask functions as a holy symbol for clerics of any chaotic neutral or chaotic evil deity. While you wear the mask, you can use an action to cast the *disguise self* spell from it at will. The spell ends if the mask is removed. In addition, you have advantage on Charisma (Intimidation) checks.

Reaver's Token

Lore. This filthy, rotting wooden amulet most often bears Vangal's unholy symbol — the image of a cloven, blood-drenched shield — scratched or carved into it. Such tokens are normally given to the priests of evil gods, but most especially those who worship Vangal.

Wondrous item, very rare (requires attunement by an evil cleric)

A cleric of good alignment who tries to attune to this amulet takes 2d10 necrotic damage.

This amulet functions as a holy symbol for you. If you have the War domain, you gain one extra use of Channel Divinity between rests. Further, if you score a critical hit with a melee weapon while you receive an attack bonus granted by Channel Divinity, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Ring of the Chameleon

Lore. Although the origin of rings of this nature is unknown, they are generally accepted to be a Tanilite creation, a fact supported by the etching of three arrows often found on the inner side of the band. In common usage, such rings are commonly called "Dimitri's rings," after the ranger Dimitri of Darakeene, who famously used such a ring to escape from proud raiders and rescue survivors from the destroyed village of Staln.

Ring, uncommon (requires attunement)

This magical piece of jewelry is a thin silver band with no decorations or markings on the outside. While wearing the ring, you have advantage on Dexterity (Stealth) checks if you do not move or take actions during any given turn. Once you move or take an action or a reaction, you lose this benefit until the start of your next turn.

Ring of Weaponcall

Lore. The sinuous shape of this iron ring resembles a single wave of water. It bears the image of a maiden holding a sword aloft in her hands.

Ring, uncommon (requires attunement)

As an action, you can store a weapon you are holding within the ring. The weapon must be of a size you can use; you could not pick up a frost giant's battleaxe and store it in the ring. While stored within the ring in this way, a weapon has negligible weight. You can recall a stored weapon back to your hand as a bonus action.

The ring can store up to three weapons at a time. Spells affecting stored items are not suppressed, but last for their usual duration

(or for as long as the caster concentrates). If the ring's power is suppressed or dispelled, any stored items appear instantly, either in your hands or on the ground in an adjacent space.

Robe of the Netherworld

Lore. These robes seem to be made from cloth spun from threads of darkness. While they're created for individual members of the Obsidian Pyre, a sect of wizards that worship Belsameth, they have been known to wind up in the hands of non-members from time to time. Those who can escape the group's vicious retribution might even live long enough to enjoy the benefit of these powerful garments.

Wondrous item, very rare (requires attunement by a spellcaster)

While you wear this robe, you gain a +1 bonus to AC, and the save DC of any necromancy spell you cast is increased by 1. Further, any undead you create or summon using necromancy receive 2 additional hit points per Hit Die.

In addition, if you take no hostile action against them, you may move about freely among simple-minded undead such as skeletons and zombies, which perceive you as one of their own and do not attack.

Staff of Glivd-Autel

Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)

This staff can also be used as a magic quarterstaff. The staff has 20 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *bane* (1 charge per spell level, up to 4th), *blight* (4 charges), *circle of death* (6 charges), *fear* (4 charges), *ray of enfeeblement* (2 charges), or *vampiric touch* (5th-level version, 5 charges).

If you are holding the staff and fail a saving throw against a necromancy spell that targets only you, you can turn your failed save into a successful one. You can't use this property of the staff again until the next dawn. If you succeed on a save against a necromancy spell that targets only you, with or without the staff's intervention, you can use your reaction to expend 1 charge from the staff and turn the spell back on its caster as if you had cast the spell.

The staff regains 4d4 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

Staff of the Bleeding Earth

Lore. Fashioned from dark wood and stained with splotches of crimson, this staff is thought to have been crafted by one of Lady Alliastra's ancestors.

Staff, legendary (requires attunement by a druid)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. When

you hit a titanspawn with this weapon, the titanspawn takes an extra 3d6 bludgeoning damage.

While holding the staff, you gain a +1 bonus to Armor Class, saving throws, and spell attack rolls.

The staff has 20 charges for the following properties. The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d8 + 2 charges.

Empowered Strike. When you hit with a melee attack using the staff, you can expend up to 3 charges to deal an extra 1d8 bludgeoning damage per charge to the target.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *commune with nature* (5 charges), *create or destroy water* (1 charge), *meld into stone* (3 charges), *move earth* (6 charges), *pass without trace* (2 charges), *passwall* (5 charges), *plant growth* (3 charges), *speak with plants* (3 charges), *stone shape* (4 charges), *wall of thorns* (6 charges), or *word of recall* (6 charges).

Sense Titanspawn. While holding this staff, you can use an action to sense the presence of titanspawn around you. Describe or name a specific kind of titanspawn. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature of that kind within 5 miles, if any are present.

Swarm Circlet

Lore. This beautifully designed silver half-crown is worn about the back of the head. The ends, which extend to just over the ears, are finely engraved; one side features the picture of an ant, the other a hornet.

Wondrous item, rare (requires attunement by a druid, sorcerer, warlock, or wizard)

Twice per day, as an action, you may conjure a swarm of biting, stinging insects. The swarm fills a 10-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains as long as you concentrate (as if concentrating on a spell), for up to 10 minutes. The sphere's area is lightly obscured and counts as difficult terrain.

When the swarm appears, each creature in it must make a Constitution saving throw against your spell save DC. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or starts its turn there.

Venomlash

Lore: This jet-black whipsword is fashioned from an alloy of *fangstooth*. Its vicious barbs cause it to resemble a spiked chain as much as it does a blade when the whipsword is extended.

Weapon (whipsword), rare (requires attunement)

When you hit with an attack using this magic weapon, the target takes an additional 1d4 necrotic damage. This damage does not apply to constructs or undead.

You can use an action to cause thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. *Venomlash* can't be used this way again until the next dawn.

MASTER OF THE
SHADOW FORTRESS

appendix b:

Artifacts

Some of the artifacts of Scarn have mysterious origins, while others were crafted very purposefully by deities or famed historical artisans and mages.

Hammer of Goran

Lore. This weapon resembles a stout mace as much as a warhammer, with a huge, flawless diamond mounted as its striking face. Legend claims that the haft of the hammer was originally a stray nail that dropped from one of Goran's weapons as he fought Thresh, one of Hrinruuk's mightiest spawn.

The *Hammer of Goran* is said to function properly only in the hands of a dwarf of royal blood.

Weapon (warhammer), artifact (requires attunement by a dwarf)

If a non-dwarf of evil alignment tries to attune to this weapon, the creature takes 10d8 radiant damage. A successful DC 17 Charisma saving throw reduces this damage by half.

Magic Weapon. You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a giant or a titanspawn with the hammer, you deal an extra 2d10 radiant damage. The hammer has the thrown property with a normal range of 20 feet and a long range of 60 feet. Immediately after the attack, the weapon flies back to your hand.

Adjusted Ability Scores. While you are attuned to the hammer, your Strength and Constitution each increase by 2, to a maximum of 24.

Blessings of Goran. If you are a dwarf of royal blood attuned to the hammer, you gain the following benefits:

- You gain a +2 bonus to your Armor Class.
- You have advantage on all Strength and Constitution ability checks.

- You have immunity to poison damage, and you cannot be poisoned.
- You are immune to the frightened condition.

Spells. While the hammer is on your person, you can use an action to cast one of the following spells (save DC 17) from it: *thunderwave* (5th-level version) or *flame strike*. Once you use the hammer to cast a spell, you can't cast that spell again from it until the next dawn.

Destroying the Hammer. The only way to destroy the *Hammer of Goran* is to melt it down in the sacred forge of Goran's Fane, deep within the holiest recesses of Burok Torn.

Key to the Fourth Shadow Gate

Wondrous item, artifact (requires attunement)

The *Key to the Fourth Shadow Gate* is a tiny onyx cylinder the size of a human's pinky finger, carved with a mazelike network of grooves. It is attached at one end to a looped silver chain so that it can be worn about the neck as a pendant.

Once per week, you can use an action to have the *Key to the Fourth Shadow Gate* create an indestructible *teleportation circle*, a "shadow portal," roughly 8 feet in diameter. You, as well as any incorporeal undead, can step into the shadow portal and emerge on the next round from any other existing shadow portal the Key has created, as if they were both permanent *teleportation circles*. To all other living or corporeal creatures, the shadow portal is impassable.

The shadow portal lasts until you use another action to close it. Otherwise, it can be closed only by a successful *dispel magic*, cast as at least a 6th-level spell, or a similarly powerful antimagic or dispel effect.

When a shadow portal is first created, and again every hour thereafter for as long as it remains open, there is a 20 percent

chance that 1d10 undead **shadows** emerge from the gate and attack any living thing in the vicinity, including you. After fighting or driving off nearby living beings, the shadows remain clustered around the shadow portal and attack anyone who approaches for the next hour, at which time they return to their home (the mysterious “Tower of Shadows”).

Shadow Dousing. Nonmagical flames within 30 feet of the Key are extinguished automatically. All other sources of bright light within 100 feet of the Key are reduced to dim light. Spells of 3rd level or higher that produce bright light may ignore this effect.

Shadow Stealth. While attuned to the Key, you are considered to have proficiency in Stealth. When you are in conditions of darkness or dim light, you can use a bonus action to take the Hide action.

Spells. The Key to the Fourth Shadow Gate has 9 charges and regains 1d6 + 2 expended charges each evening at dusk. While the artifact is on your person, you can use an action to cast one of the following spells (save DC 17) from it: *banish shadow** (2nd-level or higher, to a maximum of 6th level, using 1 charge per spell level), *dimension door* (4 charges), *misty step* (2 charges), *rope trick* (2 charges), *shadow conjuration** (2nd-level or higher, to a maximum of 6th level, using 1 charge per spell level), or *silent image* (1 charge).

Destroying the Key. The Key to the Fourth Shadow Gate seems relatively fragile, but in fact it is indestructible by virtually all conventional or magical means. However, 48 hours of continuous exposure to natural sunlight destroys the Key, reducing it to a tiny pile of black dust.

Scepter of Nara-noden

Lore. The legendary elder sea hag Woonaga carved this scepter for Queen Ran in exchange for Ran’s aid against the highest priests and priestesses of the sea devils.

Rod, artifact (requires attunement)

Crafted of jade and pearl, engraved with strange alien sea creatures, this scepter is capped with a carving resembling a gilled, fishlike man’s face with wide, staring eyes. The rod can magically change in size to better conform to the grip of its user.

In the hands of one who is attuned to it, the rod can be wielded as a magic club, sized for that creature, that grants a +3 bonus to attack rolls made with it. If it strikes a humanoid (or if it is touched to a willing or helpless humanoid), the target must succeed on a DC 17 Charisma saving throw or become magically diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. A creature that makes its Charisma saving throw is immune to this disease for the next 24 hours.

After 1 minute, a diseased creature’s skin darkens and becomes slimy, and the creature begins a terrible transforma-

tion into a mutant sea creature (use **sahuagin** stats). At this point, the disease can be removed only by *heal* or another disease-curing spell of 6th level or higher. After 1d6 hours, the creature gains the Limited Amphibiousness trait, and after 1d3 days, it is completely transformed into a sahuagin, utterly loyal to the holder of the scepter. Once the creature has fully transformed, the process cannot be reversed save by a *wish* spell or similarly powerful magic.

Any creature besides Queen Ran that tries to attune to the scepter must make a DC 17 Charisma saving throw. On a successful save, the creature takes 10d6 psychic damage. On a failed save, the creature becomes diseased and begins to transform into a sahuagin, as described above.

Random Properties. The Scepter of Nara-noden has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

The detrimental properties of the Scepter of Nara-noden are suppressed while the rod is attuned to Queen Ran.

Protection. You gain a +2 bonus to Armor Class while holding the rod.

Spells. The rod has 7 charges. While holding it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 17) from it: *blight* (2 charges), *call lightning* (1 charge), *commune with nature* (2 charges), *conjure animals* (1 charge), *conjure elemental* (2 charges), or *scrying* (2 charges). The rod regains 1d4 + 3 expended charges daily at dawn.

While attuned to the rod, Ran or a follower blessed by her can cast each of the rod’s spells using 1 charge less (to a minimum of 0).

Call Aquatic Predators. While you are holding the rod, you can use an action to summon sharks, predatory fish, or other marine predators, calling forth as many of them as you can divide 500 hit points among, each creature having average hit points (see the core monster rulebook for statistics). The predators magically arrive in unoccupied space within 300 feet of you and obey your commands until they are destroyed or until dawn of the next day, when they lose interest and swim off. Once you use this property of the rod, you can’t use it again until the next dawn.

While Ran is attuned to the scepter, summoned creatures don’t lose interest and swim off until she allows them.

Sentience. The Scepter of Nara-noden is a sentient, chaotic evil item with an Intelligence of 14, a Wisdom of 16, and a Charisma of 15. It has hearing and darkvision out to a range of 120 feet.

The rod communicates telepathically with its wielder and can speak, read, and understand Infernal, Kraken, and Titan Speech.

Personality. The scepter's purpose is to help support Queen Ran in her bid to become a titan and gain control of the seas across Scarn. While it prefers Queen Ran, the scepter might be willing to accept some other master that proved itself her superior.

The scepter is alien in its thinking—cold, cruel, and without an iota of mercy or empathy. No act or stratagem is too foul or too bloody for the scepter to entertain, and it would not hesitate to destroy even its own allies in the pursuit of its goals.

Destroying the Rod. The *Scepter of Nara-noden* can be destroyed only by the bite of Kadum himself, and only after it has been kept perfectly clean of his blood for at least 24 hours before he bites it.

Swords of Scarn

Lore. At the beginning of the Divine War, a humble blacksmith named Pietr lost his wife and two children to titanspawn. In his grief, Pietr received a vision from the Great Champion, Corean, who instructed the smith in crafting six beautiful swords. Fueled by grief and religious fervor, along with the desire to forge a better world, he went to his workshop and did not emerge until he had crafted all six swords. Gleaming blades said to seek potential saviors of Scarn, each of these six mighty weapons could fill a fortnight's tales of glories past and yet untold.

Weapon (longsword), artifact (requires attunement)

The six *Swords of Scarn* have several properties in common, but each sword also has several unique abilities, as described below.

Magic Weapon. This magic longsword grants a +3 bonus to attack and damage rolls made with it. It scores a critical hit on a roll of 19 or 20, and deals an extra 2d10 slashing damage to titanspawn.

While holding the sword, you gain a +2 bonus to Armor Class. You also have advantage on saving throws against being charmed or frightened.

Random Properties. In addition to their specific powers, as shown below, the *Swords of Scarn* each have the following random properties:

- 1d3 minor beneficial properties
- 1 major beneficial property
- 1d2 minor detrimental properties
- 1 major detrimental property

Spells. While the sword is on your person, you can use an action to cast one of the following spells (save DC 18)

from it: *cure wounds* (4th-level version) or *greater restoration*. Once you use the sword to cast a spell, you can't cast that spell again from it until the next dawn.

Destroying the Sword. Only a creature currently attuned with a *Sword of Scarn* may destroy it by smashing it upon Golthagga's anvil, and only if the creature does so of its own free will (although magical coercion by a deity or some powerful legendary creature might bypass this latter requirement).

Ertmodl, the Earth Sword

A glowing piece of magma marks the pommel of the *Earth Sword*. Stylized mountain ranges are etched upon the line separating the midrib from the edge.

Magic Weapon. *Ertmodl* deals an extra 2d6 thunder damage when it hits.

Adjusted Ability Scores. While you are attuned to this artifact, your Strength and Constitution each increase by 2, to a maximum of 24.

Resistances and Vulnerabilities. While the sword is on your person, you have resistance to lightning damage, but you also have disadvantage on saving throws against spells or effects that would cause you to be petrified.

Spells. While the sword is on your person, you can use an action to cast one of the following spells (save DC 18) from it: *dominate monster* (earth elementals only), *stone shape*, or *stoneskin* (self only). Once you use the sword to cast a spell, you can't cast that spell again from it until the next dawn.

Fahenia, the Fire Sword

A deep red ruby adorns the pommel of the *Fire Sword*. Stylized etchings, designed to resemble a conflagration or a firestorm, adorn the blade.

Magic Weapon. *Fahenia* functions as a *flame tongue*.

Adjusted Ability Scores. While you are attuned to this artifact, your Dexterity and Wisdom each increase by 2, to a maximum of 24.

Resistances and Vulnerabilities. While the sword is on your person, you have resistance to fire damage, but you also have vulnerability to cold damage.

Spells. While the sword is on your person, you can use an action to cast one of the following spells (save DC 18) from it: *dominate monster* (fire elementals only), *fireball* (4th-level version), or *haste* (self only). Once you use the sword to cast a spell, you can't cast that spell again from it until the next dawn.

Huriki, the Air Sword

Stylized clouds and wind lace this blade's fuller, spreading like a whirlwind from the deep blue sapphire embedded in the pommel.

Magic Weapon. You can use a bonus action to speak a command word, causing lightning to crackle around the

blade. These coruscating waves of lightning shed bright light in a 10-foot radius and dim light for an additional 10 feet. While the sword is electrified, it deals an extra 2d6 lightning damage to any target it hits. The lightning lasts until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

Adjusted Ability Scores. While you are attuned to this artifact, your Dexterity and Charisma each increase by 2, to a maximum of 24.

Resistances and Vulnerabilities. While the sword is on your person, you have resistance to lightning damage. You suffer disadvantage on saving throws against spells or effects that would push you, pull you, or otherwise force you to move.

Spells. While the sword is on your person, you can use an action to cast one of the following spells (save DC 18) from it: *dominate monster* (air elementals only), *fly* (self only), or *wind wall*. Once you use the sword to cast a spell, you can't cast that spell again from it until the next dawn.

Izlander, the Ice Sword

Izlander has a clear, bright diamond embedded in its pommel. Curious etchings run from the chape to the point, giving it the subtle appearance of an icicle hanging from the hilt.

Magic Weapon. *Izlander* deals an extra 2d6 cold damage when it hits.

Adjusted Ability Scores. While you are attuned to this artifact, your Constitution and Wisdom each increase by 2, to a maximum of 24.

Resistances and Vulnerabilities. While the sword is on your person, you have resistance to cold damage, but you also have vulnerability to fire damage.

Spells. While the sword is on your person, you can use an action to cast one of the following spells (save DC 18) from it: *dominate monster* (cold-based creatures only), *frostform** (self only), or *slow*. Once you use the sword to cast a spell, you can't cast that spell again from it until the next dawn.

Mageli, the Magic Sword

Boasting a tiger-eye stone in its pommel, this silvery blade is inscribed with inscrutable arcane runes across both blade and hilt.

Magic Weapon. *Mageli* deals an extra 2d6 radiant damage when it hits.

Adjusted Ability Scores. While you are attuned to this artifact, your Intelligence and Charisma each increase by 2, to a maximum of 24.

Magic Resistance. While the sword is on your person, you have advantage on saving throws against spells and other magical effects.

Vulnerability. While the sword is on your person, you suffer vulnerability to force damage.

Detect Magic. While you hold the sword, you can use an action to cast *detect magic* at will.

Spells. While the sword is on your person, you can use an action to cast one of the following spells (save DC 18) from it: *counterspell*, *dispel magic*, *dominate monster* (creatures with the Innate Spellcasting trait only), or *globe of invulnerability*. Once you use the sword to cast a spell, you can't cast that spell again from it until the next dawn.

Shargar, the Shadow Sword

The *Shadow Sword* does not shine like its fellows, but seems somehow murky or indistinct. It bears a midnight black onyx in its pommel, and faint, almost indiscernible images seem to dance along the blade.

Magic Weapon. *Shargar* deals an extra 2d6 necrotic damage when it hits.

Adjusted Ability Scores. While you are attuned to this artifact, your Dexterity and Intelligence each increase by 2, to a maximum of 24.

Fearsome. While you are attuned to the sword, you have advantage on Charisma (Intimidation) checks. Creatures have disadvantage against spells you cast that would cause the targets to be frightened.

Shadow Cloak. While the sword is on your person, you have advantage on Dexterity (Stealth) checks.

Vulnerability. While the sword is on your person, you suffer vulnerability to radiant damage.

Spells. While the sword is on your person, you can use an action to cast one of the following spells (save DC 18) from it: *banish shadow** (8th-level version), *fear*, or *shadow conjuration** (4th-level version). Once you use the sword to cast a spell, you can't cast that spell again from it until the next dawn.



appendix c:

New Arcane Tradition

The tradition of the penumbral mage can be used by players with their GM's agreement, but Dar'Tan and his Penumbral Pentagon are decidedly villainous in nature, and thus best used by enemies of the player characters.

Penumbral Mage (Arcane Tradition)

Lore. Masters of shadow magic techniques stolen from their ancient slarecian masters (who themselves stole it from the goddess Drendari), the penumbral lords continue to exploit their ill-gotten knowledge.

Your affinity for darkness and your ability to bend shadows to your will has earned you infamy among not just the superstitious commonalty, but other wizards as well.

Shadow Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy any spell related to darkness or shadows into your spellbook is halved.

Darkvision

Also starting at 2nd level, you gain darkvision out to 60 feet. If you already have darkvision, or when you cast the *darkvision* spell, its range increases by 30 feet.

Starting at 14th level, magical darkness no longer impedes your darkvision.

Shadow Art

At 6th level, you learn *darkness*.

You may cast *darkness* using a spell slot of higher than 2nd level. When you cast it using a spell slot of 3rd level or higher, if any of the spell's area overlaps with an area of light created by a spell equal to or less than the level of the spell slot you used, the spell that created the light is dispelled.

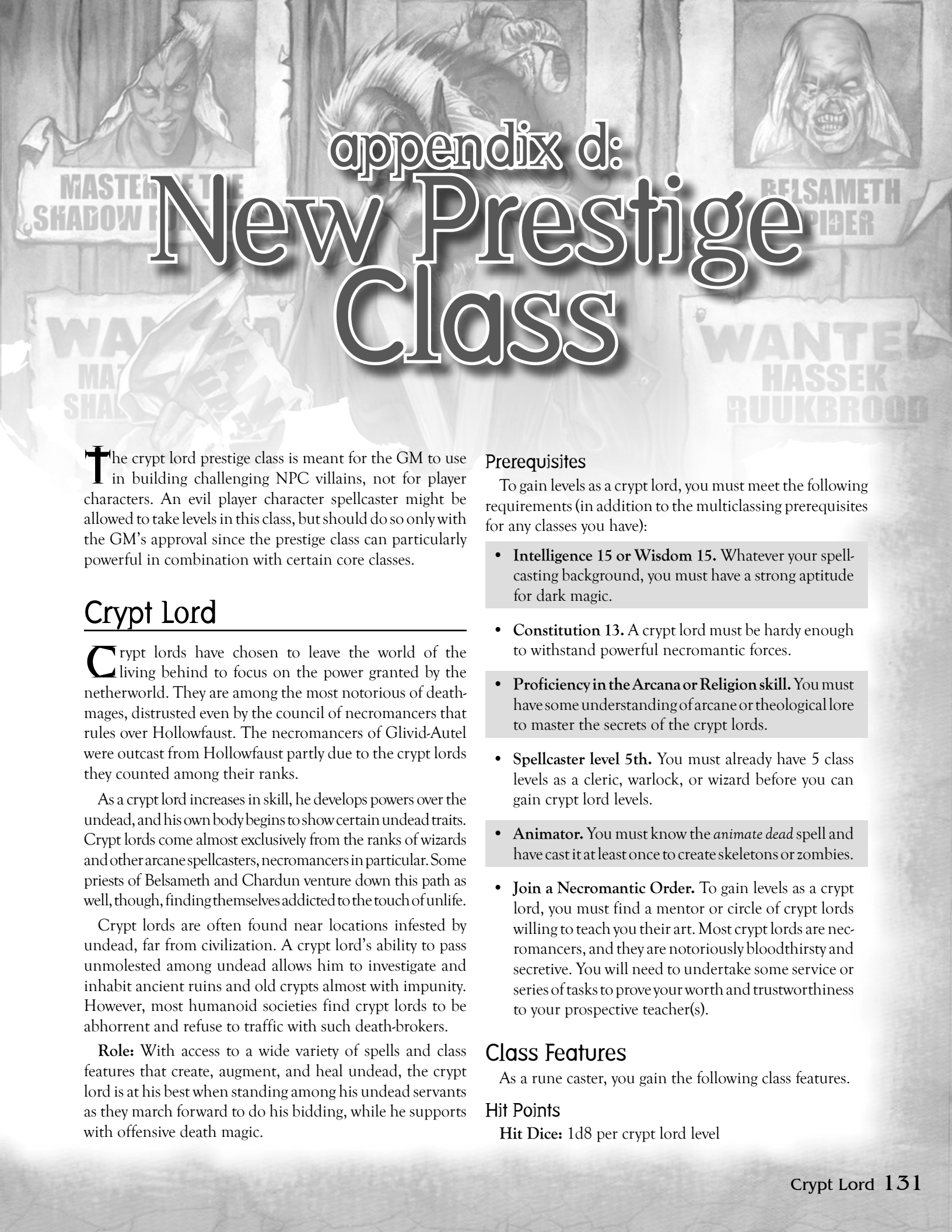
Shadow Step

Starting at 10th level, as an action, you can teleport up to 60 feet to an unoccupied space that you can see in an area of dim light or darkness. Once you use this feature, you can't use it again until you finish a short or long rest or you cast an illusion spell of at least 1st level.

Shadow Casting

Starting at 14th level, you can draw the power for some of your simpler spells from the Shadow Plane, at a cost. When you cast an illusion or any other shadow- or darkness-related spell of 1st through 5th level, you can do so without expending a spell slot.

The first time you do so, reduce your current hit points by 1d8 per level of the spell immediately after you cast it. If you use this feature again before you finish a long rest, reduce your current hit points by 2d8 per level of the spell. Each time you use this feature again before finishing a long rest, the hit point reduction per spell level increases by 1d8.



appendix d: New Prestige Class

The crypt lord prestige class is meant for the GM to use in building challenging NPC villains, not for player characters. An evil player character spellcaster might be allowed to take levels in this class, but should do so only with the GM's approval since the prestige class can particularly powerful in combination with certain core classes.

Crypt Lord

Crypt lords have chosen to leave the world of the living behind to focus on the power granted by the netherworld. They are among the most notorious of death-mages, distrusted even by the council of necromancers that rules over Hollowfaust. The necromancers of Glivid-Autel were outcast from Hollowfaust partly due to the crypt lords they counted among their ranks.

As a crypt lord increases in skill, he develops powers over the undead, and his own body begins to show certain undead traits. Crypt lords come almost exclusively from the ranks of wizards and other arcane spellcasters, necromancers in particular. Some priests of Belsameth and Chardun venture down this path as well, though, finding themselves addicted to the touch of unlife.

Crypt lords are often found near locations infested by undead, far from civilization. A crypt lord's ability to pass unmolested among undead allows him to investigate and inhabit ancient ruins and old crypts almost with impunity. However, most humanoid societies find crypt lords to be abhorrent and refuse to traffic with such death-brokers.

Role: With access to a wide variety of spells and class features that create, augment, and heal undead, the crypt lord is at his best when standing among his undead servants as they march forward to do his bidding, while he supports with offensive death magic.

Prerequisites

To gain levels as a crypt lord, you must meet the following requirements (in addition to the multiclassing prerequisites for any classes you have):

- **Intelligence 15 or Wisdom 15.** Whatever your spellcasting background, you must have a strong aptitude for dark magic.
- **Constitution 13.** A crypt lord must be hardy enough to withstand powerful necromantic forces.
- **Proficiency in the Arcana or Religion skill.** You must have some understanding of arcane or theological lore to master the secrets of the crypt lords.
- **Spellcaster level 5th.** You must already have 5 class levels as a cleric, warlock, or wizard before you can gain crypt lord levels.
- **Animator.** You must know the *animate dead* spell and have cast it at least once to create skeletons or zombies.
- **Join a Necromantic Order.** To gain levels as a crypt lord, you must find a mentor or circle of crypt lords willing to teach you their art. Most crypt lords are necromancers, and they are notoriously bloodthirsty and secretive. You will need to undertake some service or series of tasks to prove your worth and trustworthiness to your prospective teacher(s).

Class Features

As a rune caster, you gain the following class features.

Hit Points

Hit Dice: 1d8 per crypt lord level

THE CRYPT LORD

Level	Features	Cantrips Known	Spells Known	Spell Slots per Spell Level		
				1st	2nd	3rd
1st	Spellcasting, Undead Familiar	1	2	2	–	–
2nd	Undead Master	1	3	3	–	–
3rd	Nightmare Horde	2	4	4	2	–
4th	Ghastly Form	2	5	4	3	–
5th	Become Death	3	6	4	3	2

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per crypt lord level

Equipment

The crypt lord prestige class provides you a spellbook at no charge, if you don't already have one.

Spellcasting

As a student of necromancy, you have a spellbook containing the spells you know.

Cantrips. At 1st level, you know one cantrip of your choice from the cleric, warlock, or wizard spell lists. You learn additional cleric, warlock, or wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Crypt Lord table.

Spellbook. At 1st level, you have a spellbook containing two 1st-level spells of your choice from any spell lists. However, these spells must be from the conjuration, divination, or necromancy schools.

Your spellbook is the repository of the spells you know, except your cantrips, which are fixed in your mind.

Spell Slots. The Crypt Lord table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *animate undead minion** and have a 1st-level and a 2nd-level spell slot available, you can cast *animate undead minion* using either slot.

Spells Known of 1st Level and Higher. The Spells Known column of the Crypt Lord table shows when you learn more conjuration, divination, or necromancy spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the conjuration, divination, or necromancy spells you know and replace it with another spell from the conjuration, divination, or necromancy school, which also must be of a level for which you have spell slots.

Spellcasting Ability. Choose Intelligence or Wisdom. That attribute is always your spellcasting ability for your crypt lord spells. You use that attribute whenever a spell refers to your spellcasting ability. You also use it when setting the saving throw DC for a crypt lord spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your chosen spellcasting ability modifier

Spell attack modifier = your proficiency bonus + your chosen spellcasting ability modifier

Ritual Casting. You can cast a crypt lord spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Multiclassing. You add all your levels in the crypt lord class when determining your total spell slots.

Undead Familiar

At 1st level, you learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: **blood hawk, constrictor snake, giant poisonous snake, skeleton, wolf, or zombie**. If your familiar is normally a living creature, its type changes to undead and it gains the resistances, immunities, and vulnerabilities of either a skeleton or a zombie (your choice). Its other statistics and traits remain the same.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

Undead Master

Starting at 2nd level, you can compel the undead. As an action, choose any number of uncontrolled undead creatures you can see within 30 feet of you. Each target must make a Charisma saving throw (against your spell save DC), and does so with advantage if you or your companions are fighting it. If it fails the saving throw, a target is charmed by you for 24 hours or until you or your companions do

anything harmful to it. The charmed creature regards you as a friendly acquaintance. When this effect ends, if the undead has an Intelligence score of 8 or higher, it knows it was charmed by you.

Starting at 4th level, even undead normally immune to the charmed condition can be charmed with this ability, although they have advantage on their saving throws against it.

Once you use this feature, you can't use it again until you finish a long rest.

Nightmare Horde

At 3rd level, your ability to create and control undead minions improves. You can cast *animate dead* with a casting time of 1 action.

In addition, if you take 1 full minute to cast *animate dead*, you are always considered to have used a spell slot of one level higher than the one you spent to cast the spell. Further, any undead you create this way gains 2 additional hit points per Hit Dice.

Ghastly Form

At 4th level, your exposure to necromantic magic begins to warp your body, making you appear more like a zombie or ghoul than a living person. You gain resistance to necrotic

and poison damage, and you cannot be poisoned. You also gain darkvision out to a range of 60 feet.

In addition, while you are wearing no armor and not wielding a shield, you gain a +1 bonus to your Armor Class.

Become Death

Starting at 5th level, you have achieved the knowledge required to become truly undead. You can choose undertake this transformation at any time using special rituals and materials, but you must spend 1,000 gp and one week to do so. Once you undergo the ritual, you gain the following benefits:

- Your creature type changes to undead.
- Your Constitution increases by 2, to a maximum of 22.
- You gain resistance to cold damage.
- You are immune to poison damage.
- You cannot be exhausted.
- You gain Turn Resistance: You have advantage on saving throws against any effect that turns undead.



appendix e: New Races

Two new races appear here: forsaken elves, the titan-cursed high elves of distant Termana; and the batlike piterin, or “bat devils.”

Elf, Forsaken

Far from Ghelspad, on the northern half of the continent of Termana, the high elves once fought against the Charduni Empire for thousands of years. The elves’ empire was similarly mighty, and they were gifted in the arts of both war and arcane magic. Following the teachings and wisdom of their learned, powerful god, they turned the wrath of the titans more than once.

The Divine War changed all of that. The high elves were virtually destroyed during the final battle with Chern the Plaguebringer. The titan, who had already been badly wounded by the goddess Madriel at the Bridge of Betrayal on Ghelspad, had been attempting to flee across the sea so

that he could escape to Termana. When he came within sight of the shores, however, he found the shining legions of the high elves waiting, standing alongside their radiant god, accompanied by his herald and his highest priests.

Ever spiteful, Chern turned his plagues to warp the mind of the lost god’s herald, who struck his own patron down in a fit of vindictive laughter. Enraged, the elves flew upon Chern and finally brought down the titan, with their god’s high priest Vladewyn crawling up Chern’s arm, tearing open his chest, and stabbing the titan’s heart (thus becoming known ever after as Vladewyn the Titanslayer).

That Which Abides

The forsaken elves can no longer remember the name of their god. Nor can anyone else, even beings of deific power. Now the fallen god is referred to simply as “That Which Abides,” and the elves’ worship of him is strangely abstract. Many high elves still pray to him fervently, yet their prayers go unanswered. Others betray the memory of That Which Abides and turn to other gods, gaining elven immunities and losing the Chern’s plague trait. In Termana, rumors abound that the lost god’s high priest, Vladewyn, seeks to resurrect the fallen god and will stop at nothing to do so.

If That Which Abides were to be resurrected, any forsaken elf who returns to him would become a typical high elf again, using the standard high elf racial traits. GMs who wish to set their campaign after a theoretical resurrection can still have forsaken elves in the campaign, representing elves who have lost themselves so thoroughly that they remain forsaken, even after their god’s resurrection.

As a GM, if you wish to incorporate this story arc, you can consult the Dead God Trilogy and *The Faithful and the Forsaken*, but you should by no means consider yourself bound to those stories and ideas: whether Jandaevos returns (if that is even his name or if he ever existed at all in your version of the world) is up to you.

Yet, even in the elves' victory, the true power of Chern's curse became manifest. As they stared upon the beautiful form of their fallen god, no elf could remember his name. In fact, they could remember nothing about him, save that he was once their deity. They knew only loss. As some of the Divine Victors arrived, even they, to their horror, found they could recall little of their fallen brother. Chern

had won a terrible victory even in losing the battle: No power could resurrect that which abided now in death, for none could remember him.

The high elves, now referring to themselves as the "forsaken elves," are a broken people. Chern broke their spirit when he slew That Which Abides (see sidebar), but his curse has expressed itself in other ways as well. Chern took away their deity and left them a broken, empty people without recourse to divine spellcasting (unless they turn away from their fallen god and worship one of the other Victors, an act frowned upon by forsaken elves everywhere).

The Plaguebringer's awful curse has also affected the race physiologically, rendering the elves barren and infertile. Now, most forsaken elf pregnancies self-terminate, and those children that do come to term are sickly and barely survive a week afterward. The elves are long-lived, but they are still aging, and they cannot reproduce. Their race, thanks to the Great Sickness, is dying.

Forsaken elves look like the wood elves of Ghelspad's Ganjus, save that their sclera, the white part of the eye, is instead deep black, surrounding a brightly colored iris. This black-eyed abnormality, too, is a mark of Chern's curse.

Male Names: Caladrel, Dorinior, Heldalel, Lanliss, Meirdarel, Seldlon, Talathel, Variel, Zordlon

Female Names: Amrunelara, Dardlara, Faunra, Jathal, Merisiel, Oparal, Soumral, Tessara, Yalandlara

Forsaken Elves

Forsaken elves are similar to other elves on Ghelspad in many ways, but with a few minor differences. For example, exposure to Chern's curse, which leaves most forsaken elves unable to conceive children, has also given them a strange resistance to other diseases.

In addition to the standard elf racial traits described in the *Scarred Lands Player's Guide*, forsaken elves have the following traits.

Ability Score Increase. Your Intelligence score increases by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.



TIMOTHY TRUMAN

Darkvision (30 ft.). Forsaken elves are accustomed to working and traveling at night in dark forests. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Chern's Curse. You have advantage on saving throws against disease. However, there is a 99 percent chance that

you are infertile, and even if you can conceive children, they are very likely to be born with some sort of birth defect, assuming they survive the pregnancy.

Languages. You can speak, read, and write Elduran (the modern Termanan dialect of High Elvish), as well any two other common, exotic, or old languages.

Piterin

Often called “bat devils” by the villagers and country folk who fear them, these winged humanoids are part of a diverse and storied race called the piterin.

Physical Description: Roughly the same height as humans, piterin are much lighter and thinner. They have bat-like features, including high, pointed ears and leathery wings. Their hands are useful for climbing but do not have the manual dexterity of human hands, so piterin prefer to use their lower appendages when manipulating tools and weapons. Their legs and clawed feet are just as strong and dexterous as a human's hands and arms.

With skin tones ranging from dark brown to almost pitch-black, piterin are hard to see in the dark; this trait, when combined with their ability to fly, makes them perfect night hunters. A combination of excellent night vision and sensitive ears gives them the ability to see well even on a moonless night.

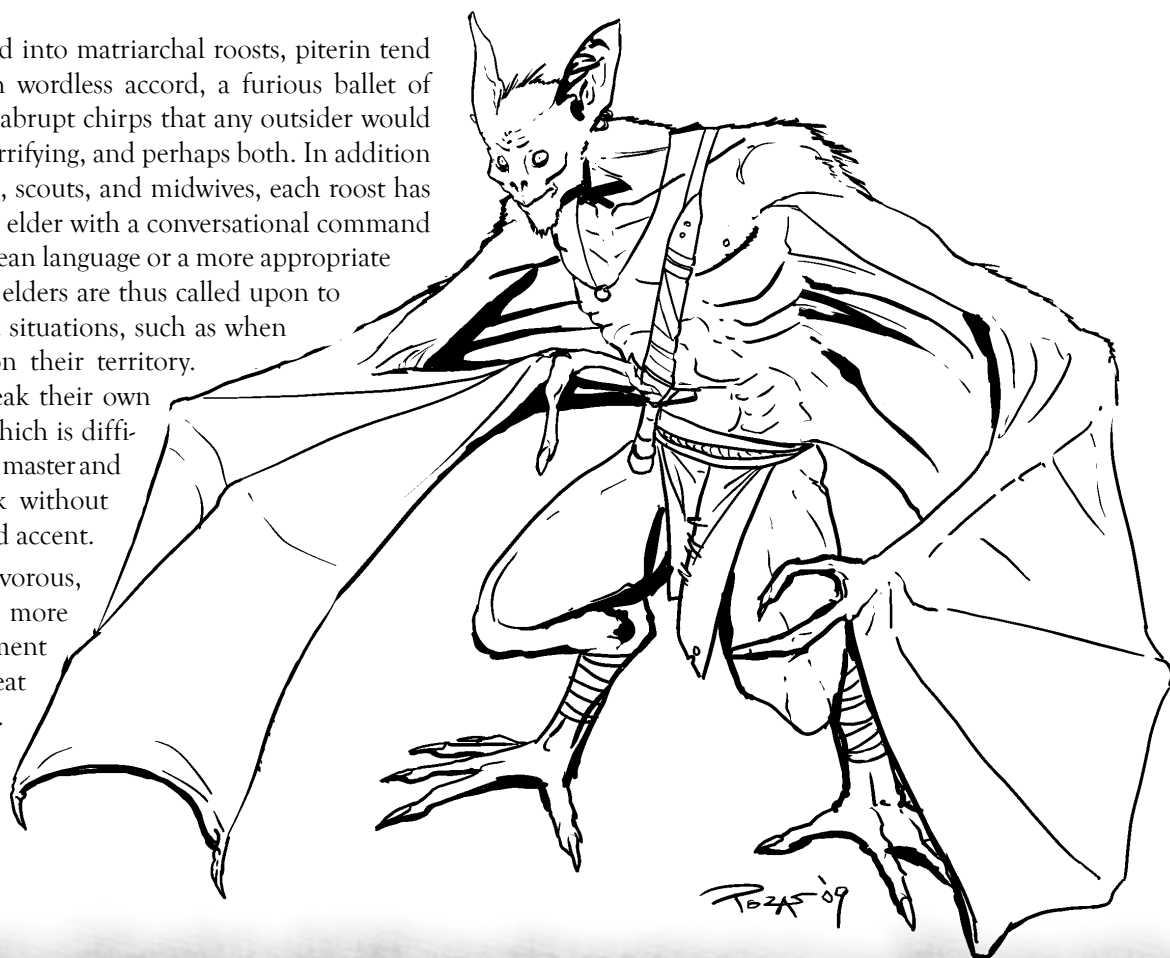
Society: Organized into matriarchal roosts, piterin tend to work together in wordless accord, a furious ballet of flapping wings and abrupt chirps that any outsider would find confusing or terrifying, and perhaps both. In addition to workers, warriors, scouts, and midwives, each roost has at least one wizened elder with a conversational command of the common Ledeian language or a more appropriate local tongue. Roost elders are thus called upon to arbitrate diplomatic situations, such as when outsiders intrude on their territory. Otherwise, they speak their own language, Piterin, which is difficult for other races to master and impossible to speak without an obvious, awkward accent.

Piterin are omnivorous, preferring fruit but more than willing to augment their diets with meat whenever they can. Rumors of the bat devils carrying off human or elven children as prey are almost certainly

nonsense, however – the sort of sensational yarn a parent might spin to their young to keep them from wandering outdoors at night.

Relations: It is not unheard of for a roost of piterin to initiate contact with humanoid settlements near their territory. Depending on how well they're received, these interactions can result in friendly exchanges of hand-made goods or, if things go poorly, open conflict. In at least one widely rumored instance, a roost was treated so well by a small orc village nearby that the piterin came to the orcs' aid during a titanspawn raid, slaughtering the attacking enemies with their aerial tactics.

Alignment and Religion: While they have no official or even favored religion, visitors among them have reported that, at various times during the night, groups of piterin suddenly go completely silent, in what seems a moment of



prayer or meditation. These quiet periods always last for no more than a minute and are thought of to be some sort of prayer or, at the very least, the acknowledgement or respect for a shared belief. The piterin ignore the question or gently change the subject when asked about this peculiar behavior.

Alignments can vary among individual piterin, just as with humans, especially those who leave their roosts to pursue worldly travels. They tend toward neutral alignments in general, and most civilized piterin are lawful. Roosts located too close to the corrupting influence of titanspawn can shift toward chaotic, though, transforming a highly organized society into a marauding band of hunters and raiders, which is probably where a lot of the more sinister stories involving bat devils originate.

Adventurers: When they do strike out on their own, most piterin become solo hunters, living in the remote wilderness. It's not unheard of for more sociable individuals to learn other common languages, pursue training in intellectual or manual skills, and even join with travelers of other races as part of adventuring groups. Doing so requires a great deal of accommodation and understanding from their companions, but those who give intrepid piterin the benefit of the doubt often benefit from long-lasting friendships and mutual profit.

Male Names: Alin, Danut, Fain, Iuncu, Mittica, Petru, Sekender, Vionor

Female Names: Cisminy, Ekrati, Gurgis, Irmihil, Mihili, Oonar, Simbri, Vadilsi

Piterin Racial Traits

As a piterin, you have several traits in common with your people.

Being able to fly at low character levels can be exceptionally effective in certain encounters. Thus, allowing a piterin character prior to your party reaching the second tier (i.e., 5th level) warrants careful consideration by your GM.

Ability Score Increase. You increase your Dexterity score by 2 and your Wisdom score by 1.

Age. Piterin reach physical maturity after about 10 years. Most live less than four or five decades before passing away due to old age.

Size. Piterin are about 5 feet tall or slightly taller, and a typical adult weighs 70 to 90 pounds. Your size is Medium.

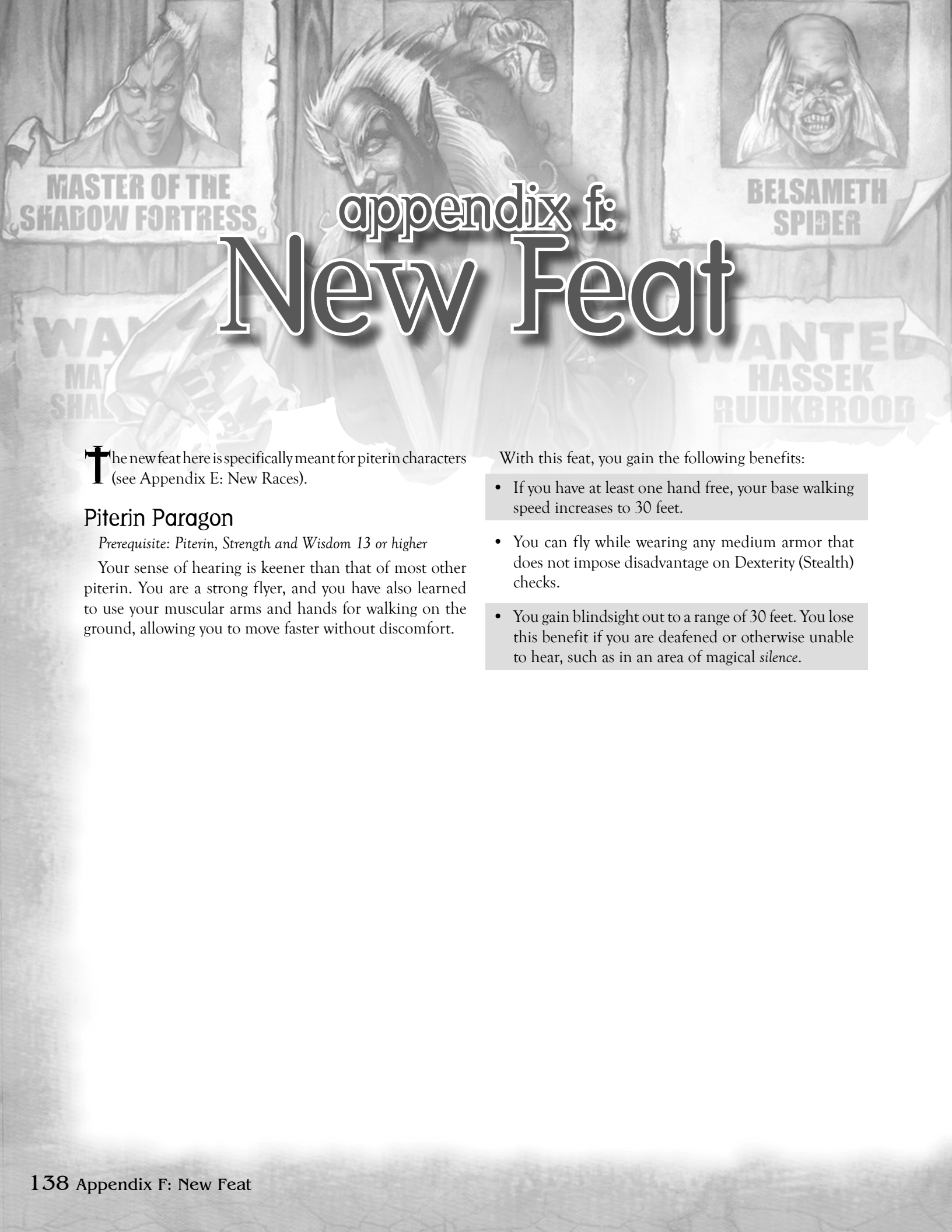
Speed. Your base walking speed is 20 feet.

Flight. You have batlike wings that provide a flying speed of 40 feet. You cannot fly if you are wearing medium or heavy armor.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Languages. You speak Piterin and any one other language. The Piterin tongue shares some aspects of the Auran dialect of Primordial, but mixed with high-pitched squeaks and whistles indecipherable to most other races' ears so that it is very difficult for any but other Piterin to understand.



appendix f: New Feat

The new feat here is specifically meant for piterin characters (see Appendix E: New Races).

Piterin Paragon

Prerequisite: Piterin, Strength and Wisdom 13 or higher

Your sense of hearing is keener than that of most other piterin. You are a strong flyer, and you have also learned to use your muscular arms and hands for walking on the ground, allowing you to move faster without discomfort.

With this feat, you gain the following benefits:

- If you have at least one hand free, your base walking speed increases to 30 feet.
- You can fly while wearing any medium armor that does not impose disadvantage on Dexterity (Stealth) checks.
- You gain blindsight out to a range of 30 feet. You lose this benefit if you are deafened or otherwise unable to hear, such as in an area of magical *silence*.



appendix g:
**New True
Ritual**

One new true ritual appears here, *eclipse*, made infamous by the dremal shadow mage Dar'Tan, master of the Penumbra Pentagon.

Eclipse

8th-level evocation (arcane, divine, true ritual)

This ritual is thought by some to exist only as a terrifying theory. In fact, two tomes are known to contain it — the *Penumbra Portfolio* and Argesy's *Black Hide Tome*. Both address the ritual's ability to blanket the world in night, but only the dreaded Dar'Tan (who possesses the former text) claims to have the power, resources, and will to cast the ritual.

Casting Time: 8 hours

Range: see text

Components: V, S, M (alchemical power components worth at least 5,000 gp)

Duration: 24 hours

This ritual causes an unnatural eclipse to occur, blanketing a significant portion of your world in magical darkness. Choose one continent, oceanic region, or similarly sized area of your choice on your current plane. Within that region, all areas of daylight and bright light are reduced to dim light, while areas of dim light are reduced to darkness. Magical light spells and similar effects that do not have a permanent duration are dispelled immediately.

All undead within the eclipse are treated as though under the effects of the *bleed* spell.

Finally, all creatures within the area except for the casters and proxies of this ritual suffer disadvantage on saving throws against illusion spells.



appendix h:

New Creatures

There are four new creatures here for use in your game:

- the Expulsed, undead mortals cursed and excommunicated by the gods for their crimes;
- the piterin, or batfolk;
- the Rizzenspawn, creatures cursed by the bite of the Belsameth spider, Loren Rizen; and
- skin devils, horrid titanspawn that seek out victims whose skins they can steal.

Expulsed

Sometimes, the gods can be just as foolish as any mortal. Deities can become so smitten with a person that they grant him or her special attention and favors. These beloved of the gods are often faster, smarter, swifter, or more beautiful than any other child, and most go on to become mighty warriors, gifted poets, holy men, and others whom the gods expect to live up to these great gifts.

In some rare cases, though, a mortal betrays a god's trust. With a single act, these blessed individuals turn their backs on their sacred pacts and are utterly forsaken. These tormented spirits, however, linger on in the world of the living. They cling to hate, to hubris, to the supernal knowledge of the self, and they are so arrogant that they believe it was the god(s) who failed them. They become the Expulsed, and their influence can topple kingdoms, destroy nations, and lead whole flocks astray from the divines' light.

The Expulsed are immortal. They are invincible. They are a terrifying example of what happens when a god is wrong. Many are centuries old, their legends long since faded from the waking world. They prefer this obscurity, for the only way they can be slain is for their sin, the blasphemy that caused

their betrayal, to be exposed to them on ground sanctified to one of the deities they betrayed.

Expulsed Legends

The Expulsed fit into broad categories that describe loosely the reasons for their fall. Most fall into one of the following four categories, but others may exist:

Faithless Knight. The faithless knight was once bold and mighty warrior who, in an act of rashness or cowardice, committed such a violation of his faith's tenets that he is forever accursed. Faithless knights become craven beings that travel the world spreading terror and fear through military conquest and force of arms.

False Lover. A person of great charm and beauty in life, a false lover is (or was once) counted among the most exquisite people in the world. Her name and her face inspired multitudes. She may have started wars with her beauty or ended them with her grace. Ultimately, though, shattered lives and heartbroken lovers have followed in her wake. Now, the false lover sows discord and torments the descendants of those who once adored her.

Forsaken Priest. For most gods, there is no greater crime than to forsake one's holy vows and lead others away from faith. A forsaken priest has used the divine powers entrusted to him to mislead the world. The forsaken priest has betrayed the highest offices and the most sacred oaths, now wandering the world toppling churches from within or creating heretical sects that subvert the will of the gods.

Treacherous Thief. Some people are blessed with incredible luck and skill. Occasionally such a one betrays the gods who granted those gifts, defrauding those who trusted her and taking everything from those who cannot afford to give. The treacherous thief lies, cheats, and steals everything she can, even going so far as to steal from the gods. Now, in death, the thief suffers in the knowledge that no treasure she misappropriates can ever buy her way out of damnation.

Expulsed Template

Any humanoid can become one of the Expulsed, provided it commits some crime against the gods so heinous that death alone is insufficient as punishment. A creature that becomes Expulsed retains all its statistics except as noted below.

Note that an Expulsed's challenge rating is very likely to increase by at least 1. Consult the "Creating a Monster" rules in the DMG.

Type. The Expulsed's type changes to undead.

Alignment. The Expulsed's alignment is always evil.

Armor Class. While it is wearing only light or no armor and not wielding a shield, the Expulsed's AC includes its Charisma modifier.

Speed. The Expulsed's ground speed increases by 30 feet, to a maximum of double the base creature's speed. Its other movement speeds do not change.

Ability Scores. Increase any one of the Expulsed's ability scores by 2, to a maximum of 24.

Damage Vulnerabilities. The Expulsed has vulnerability to one type of damage (usually radiant, but choose one appropriate to its story).

Damage Resistances. The Expulsed has resistance to necrotic damage and to bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.

Damage Immunities. The Expulsed is immune to poison damage.

Condition Immunities. The Expulsed is immune to being charmed or poisoned, and it cannot suffer from exhaustion.

Senses. An Expulsed gains darkvision out to 60 feet, or the range of its darkvision increases by 30 feet if it already had darkvision.

Blasphemous Veil. The Expulsed is immune to all divination magic that would discern its nature or alignment.

Rejuvenation. Until confronted by its crimes on sacred ground (usually a location dedicated to one or more specific gods, depending on the Expulsed's original crime), the Expulsed cannot be destroyed. Otherwise, if reduced to 0 hit points or destroyed by some other effect, the Expulsed vanishes from existence and returns in 1d6 days, with all spells, abilities, and hit points restored. Any special mounts, familiars, items, or other such accoutrements vanish with them, and return with them.

Expulsed Legend. An Expulsed's fall from grace usually determines what abilities its cursed legend manifests. As noted previously, the four best-known types of Expulsed are the *faithless knight*, *false lover*, *forsaken priest*, and *treacherous thief*. This choice affects some of the Expulsed's unique abilities, as described below. (Other types of Expulsed may exist with other unique abilities.)

In general, an Expulsed should receive one or two of the following special traits or actions, as appropriate to the nature of the Expulsed's blasphemy.

Some of these abilities require a saving throw. Use the Expulsed's spell save DC, if any, or else the DC is 8 + the Expulsed's proficiency bonus + the Expulsed's Charisma modifier.

Dread Weapon. One weapon the Expulsed carries becomes magical, and if the weapon does not already provide attack and damage bonuses, the Expulsed gains a +1 bonus to attack and damage rolls made with this weapon. (For Expulsed with high challenge ratings, you may increase the bonus appropriately.)

In addition, the Expulsed can't be disarmed of the weapon. If it is on the same plane of existence, the Expulsed can summon the weapon as a bonus action on its turn, causing it to teleport instantly to the Expulsed's hand.

A faithless knight or treacherous thief may choose one type of damage from among the following: acid, cold, necrotic, or poison. When the faithless knight or treacherous thief hits with this weapon, it deals an additional 1d6 damage of the chosen type. (For more powerful Expulsed with high challenge ratings, you may increase this extra damage appropriately.)

Silent Wind. The Expulsed has advantage on Stealth checks. If the Expulsed is a treacherous thief, it has advantage on all Dexterity checks.

Sweet Lies. The Expulsed has advantage on Deception checks. If the Expulsed is a false lover or forsaken priest, it has advantage on all Charisma checks.

New Action: Frightful Presence. Each creature of the Expulsed's choice that is within 30 feet of the Expulsed and aware of it must succeed on a Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is

successful or the effect ends for it, the creature is immune to the Expulsed's Frightful Presence for the next 24 hours.

For faithless knights and forsaken priests, the range of Frightful Presence increases to 60 feet.

New Action: Life Drain. The Expulsed's mere touch becomes a melee spell attack. This attack deals necrotic damage equal to 4d8 + the Expulsed's Strength, Dexterity, or Charisma modifier. (For Expulsed of various challenge ratings, you may modify the base damage of this attack appropriately.) The target must succeed on a Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

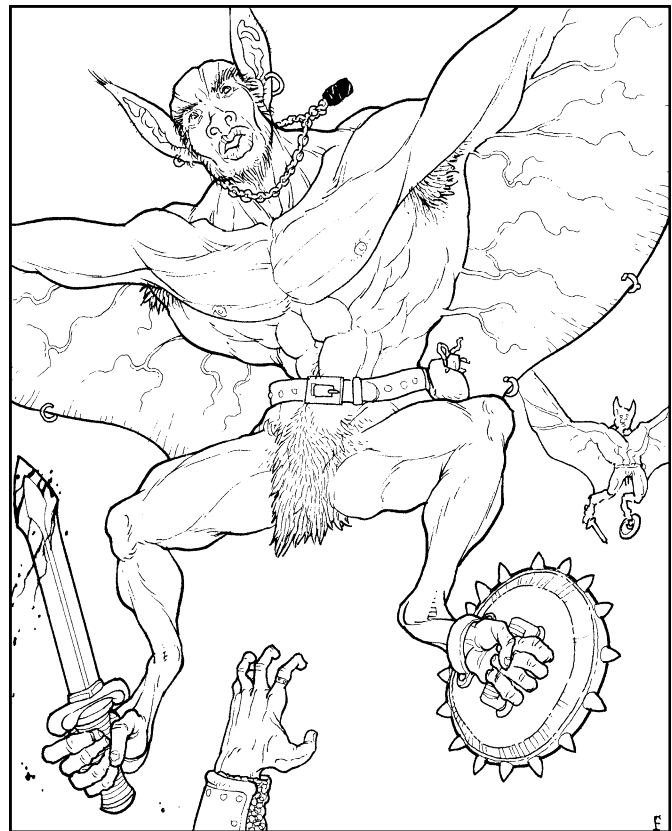
If the Expulsed is a forsaken priest, it regains hit points equal to the damage it deals with this attack.

New Action: Pleasing Form. The Expulsed can use an action to charm a creature within 60 feet of him that can see him. The target must make a Wisdom saving throw, and it does so with advantage if the Expulsed or its allies are fighting the target. If the target fails the saving throw, it is charmed by the Expulsed for 24 hours or until it or its companions do anything harmful to the target. The charmed creature regards the Expulsed as a friendly acquaintance. When the effect ends, the creature does not know it was charmed. The Expulsed can use this ability twice. When it completes a long rest, the Expulsed regains all uses of Pleasing Form.

A false lover can use this ability a number of times equal to its Charisma modifier between long rests.

Piterin

PITERIN						
Medium humanoid (batfolk), any alignment						
Armor Class 13 (leather armor, buckler)						
Hit Points 11 (2d8 + 2)						
Speed 20 ft., fly 40 ft.						
STR	DEX	CON	INT	WIS	CHA	
13 (+1)	13 (+1)	12 (+1)	11 (+0)	12 (+1)	8 (-1)	
Skills Perception +3						
Senses darkvision 60 ft., passive Perception 13						
Languages Piterin, plus one other common tongue						
Challenge 1/8 (25 XP)						
Pack Tactics. The piterin has advantage on an attack roll against a creature if at least one of the piterin's allies is within 5 feet of the creature and the ally isn't incapacitated.						
ACTIONS						
Shortsword. <i>Melee Weapon Attack.</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6 + 1) piercing damage.						
Dart. <i>Ranged Weapon Attack.</i> +3 to hit, range 20/60 ft., one target. <i>Hit:</i> 3 (1d4 + 1) piercing damage.						



Piterin, commonly referred to as “bat devils,” have a relatively simple society due to their lack of reliance on material goods. They tend to gather in roosts, led by the wisest elder. Most groups of warriors or traders have at least one member who has at least conversational fluency in the language of any given type of nearby humanoids. In dire circumstances, a roost may send heavily robed emissaries into settled lands to conduct business of one sort or another.

Unless given no means of escape, piterin prefer to fly away from combat at the earliest opportunity. If forced to defend their roosts, they wield scavenged weapons with their feet, engaging opponents with hurled darts and flyby attacks while they remain airborne.

(Note: The piterin here is a **tribal warrior** with piterin racial traits added and equipment modified slightly.)

Forever cursed to plague the living, the rizzenspawn (often referred to as “Belsameth spiders”) crawl about in perhaps the vilest form of undeath. A rizzenspawn is a severed humanoid head attached to the body of a fox-sized spider’s body. These foul creatures are thought to be the servants and spies of the goddess Belsameth.

The process of becoming a Belsameth spider is gruesome. A victim bitten by the Belsameth Spider, Loren Rizen, or by one of that accursed creature’s spawn has a chance of becoming one himself. If this happens, the poor victim’s head is dissevered at the neck and sprouts a spider’s body. The creature usually makes its first meal of the humanoid body it just abandoned.

Rizzenspawn Template

Any giant or humanoid can become a rizzenspawn. A creature that becomes a rizzenspawn retains all its statistics except as noted below.

Size. The rizzenspawn’s size is reduced by two steps (e.g., a Medium humanoid becomes a Tiny rizzenspawn).

Type. The rizzenspawn’s type changes to undead. It retains any race or type tags.

Alignment. The rizzenspawn’s alignment is always evil.

Armor Class. A rizzenspawn retains any natural armor bonus, but cannot wear armor.

Hit Points. Change the rizzenspawn’s Hit Dice according to its new size (e.g., a Medium humanoid that becomes a Tiny rizzenspawn changes from d8 to d4).

Speed. The rizzenspawn’s speed changes to 40 feet if it was previously slower. If the rizzenspawn had a fly or swim speed, it loses that movement type. The rizzenspawn gains a climb speed of 40 feet.

Skill: Stealth. The rizzenspawn gains proficiency in the Stealth skill and adds double its proficiency bonus to the check, instead of its normal proficiency bonus.

Damage Resistances. The rizzenspawn gains resistance to bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities. The rizzenspawn is immune to necrotic damage and poison damage.

Condition Immunities. The rizzenspawn is immune to fatigue and exhaustion, and it cannot be poisoned.

Senses. The rizzenspawn gains blindsight out to 10 feet and darkvision to 60 feet.

Magic Resistance. Rizzenspawn have advantage on saving throws against spells and other magical effects.

Spellcasting. Rizzenspawn lose the Spellcasting ability (if they had it), although they retain Innate Spellcasting.

RIZZENSPAWN TROLL

Small undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d6 + 40)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Giantish

Challenge 5 (1,800 XP)

Keen Smell. The rizzenspawn has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. Rizzenspawn have advantage on saving throws against spells and other magical effects.

Regeneration. The rizzenspawn regains 10 hit points at the start of its turn. If the rizzenspawn takes acid or fire damage, this trait doesn’t function at the start of the rizzenspawn’s next turn. The rizzenspawn is destroyed only if it starts its turn with 0 hit points and doesn’t regenerate.

Spider Climb. Rizzenspawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The rizzenspawn ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 11 (2d10) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this attack reduces its hit point maximum to 0.

A giant or humanoid slain in this way rises after 2d12 hours as a rizzenspawn in the space of its corpse or in the nearest unoccupied space.

Spider Climb. Rizzenspawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. Rizzenspawn ignore movement restrictions caused by webbing.

Attacks. A rizzenspawn loses its natural weapon attacks (except its bite attack, if it has one), and it cannot make manufactured weapon attacks.

New Action: Bite. A Tiny rizzenspawn gains a Bite attack, a melee weapon attack with the finesse property that deals 1d4 piercing damage + the rizzenspawn's Strength or Dexterity modifier. For each size category of the rizzenspawn above Tiny, increase the die size of this bite attack. For example, a rizzenspawn created from an ogre (normally Large, so reduced to Small as a rizzenspawn) deals 1d6 damage with its bite, while one created from a hill giant (Medium as a rizzenspawn) deals 1d8 damage with its bite.

On a successful hit with its bite attack, the rizzenspawn's target also takes 2d10 necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this attack reduces its hit point maximum to 0. A giant or humanoid slain in this way rises after 2d12 hours as a rizzenspawn in the space of its corpse or in the nearest unoccupied space.

Sample Rizzenspawn

This example of a rizzenspawn uses a troll as the original creature.

Skin Devil

SKIN DEVIL

Medium monstrosity (titanspawn), chaotic evil

Armor Class 13

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

[red swatch]

Skills Deception +6, Insight +5, Stealth +5

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Ledean (Common), plus one other

Challenge 3 (700 XP)

Ambusher. The skin devil has advantage on attack rolls against any creature it has surprised.

Steal Skin. If a skin devil deals 6 or more points of damage to a humanoid target with a single claw attack, it removes sufficient skin to grow a disguise identical to the target. It must use this skin sample within 24 hours. During its next long rest, the skin devil grows a new disguise out of the bits of stolen skin. Upon completion, it has a nearly flawless disguise; it has advantage on Deception checks made to impersonate the target whose skin it wears. The disguise lasts for 1 week before deteriorating to the point that it is unusable.

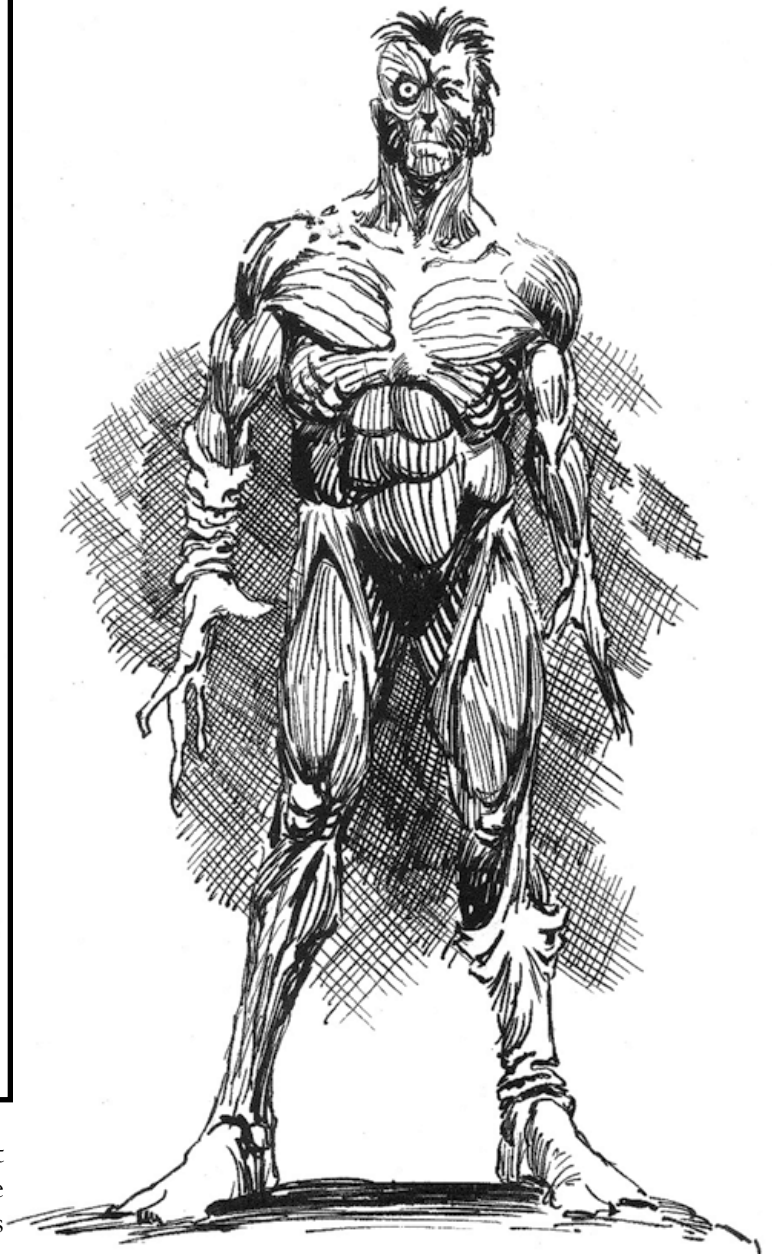
Surprise Attack. If the skin devil surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The skin devil makes two melee attacks.

Claw. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

A "skin devil" is a monstrosity that looks like a humanoid, but one whose skin has been removed, like a corpse in some necromancer's lab, to reveal glistening muscle and pulsing veins from head to toe. Odd patches of skin cling to parts of its body.



Spawn of Gormoth. A skin devil is a creature in constant agony, knowing peace only when it clothes its fleshless form in a humanoid's stolen skin. Intelligent and murderous, these creatures are exceptionally capable mimics; not truly shapechangers, they seem to gain some portion of a victim's skills, mannerisms, and even personality through a stolen skin. A skin devil that can take even a tiny scrap of hide from a victim can place the flesh over its heart and, within one night, transform into a nearly perfect likeness of the "donor." This disguise is only temporary, however, starting to rot almost immediately and becoming useless after no

more than a week (by which time the skin devil has usually singled out its next victim).

Cruel and Deceitful. The skin devil prefers to stalk its next victim for some time, working its way into that person's confidence and attacking suddenly when least expected. Stories describe skin devils stalking quietly through large towns for months, leaving behind a trail of bodies until they are finally discovered and destroyed. Only if directly confronted with superior skill or numbers does the creature flee, seeking easier prey in greener pastures elsewhere.

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